Amazing DOS® Games

FREE High-Density Disk Included

- More Than 25 Hand-Selected, Arcade-Quality SHAREWARE & FREEWARE Games
- Includes Games to Fit Your Every Mood—Action Games, Casino Games, Games for Kids and More
- Filled with Tips, Secrets, and Strategies Designed to Help You Become an Expert

Judd Robbins

SYBEX

all-you-can-play buffet

A quick alphabetical overview of the games on the companion disk, with program names, descriptions, and page numbers.

Addix (ADDIX20)	An alternating game of number selection...with a twist.	**126**
Arcade Volleyball (AV)	Bump and spike your way to victory.	**120**
BridgePal (BRIDGE)	Find three willing partners at a moment's notice.	**46**
Captain Eric (ERIC26)	Fight zombies and aliens. You're the captain.	**10**
Compuzzle (CP)	You don't need a pencil to complete these crosswords.	**139**
Contax (CONTAX22)	Place five stones in a row to win—but there's a catch!	**147**
Draw Poker (POKER)	An honest game of five-card draw.	**77**
Dungeons of Drakklor (DRAKKLOR)	Be a computer explorer. Find the Fountain of Life.	**2**
Dynamo (DYNA59SH)	International collection of checker variations.	**131**
Eye of Horus (HORUS)	Attack from above. Shoot or be shot.	**14**
Fiddle (FIDDLE)	Solve these shape puzzles with suitcase-packing skills.	**151**
FlyGame (FLYGAME)	Be a pilot and fly the plane. Buckle up!	**92**

Four-Handed Euchre (EUC35)	Enhance your card playing with this old favorite.	**57**
Gomoku (GOMOKU)	This five-in-a-row game offers a surprising challenge.	**158**
Guess a Number (GUESS)	Pick a number from 1 to 10...and a whole lot more.	**95**
Icy Metal (ICYMETAL)	Carnival games in a new dimension.	**19**
Mazeball (MAZEBAL2)	Roll the marble through this 3-D labyrinth.	**24**
Mirror Maze (MIRRORS)	Use mirrors and shields to guide your laser beam.	**32**
Mosaic Puzzle (PUZZLE)	A group of sliding-tile puzzles.	**168**
Numbers & Logic I (NL1)	Three visual perception games using numeric patterns.	**162**
Pirada I (PIRADA1)	Blackjack times ten!	**73**
Poker Squared (POKERSQR)	Five-card stud with 12 overlapping hands!	**84**
Push Your Luck (MLPUSH)	Roll the dice, weigh the odds. Do you feel lucky?	**65**
Race the Nags (NAGS)	You're at the track. Can you pick the winner?	**110**
Runoff (RUNOFF)	Build a racecourse before the runners arrive.	**37**
Shut the Box (MLSHUT)	First a pub game, then a TV show. Now available on your computer.	**100**

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Amazing DOS Games

Amazing DOS® Games

Judd Robbins

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copy protection

None of the programs on the disk is copy-protected. However, in all cases, reselling these programs without authorization is expressly forbidden.

To Alyeska Danelle
My favorite brother's daughter

acknowledgments

Thanks once again to my wife, Lin Van Heuit-Robbins, who is always by my side, ever encouraging and ever helping.

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introduction

This book is pure entertainment. You will enjoy yourself as you try out these DOS game programs. In many cases, you will catch yourself smiling. At other times, you will just shake your head in amazement at the game writer's ingenuity.

More than 25 unique and challenging game programs appear in the pages of this book and on the disk that is bound inside the back cover. Each of the principal games is listed on the inside of the front cover, along with a brief description of it and a page reference.

is this book for you?

Amazing DOS Games is for every DOS user, regardless of experience level. You only need to start a program to begin enjoying it. The chapters explain how to start the individual game programs, and how to use the programs once they're running. You can be a complete beginner, yet use and thoroughly enjoy every single program here. If you're the most sophisticated DOS user around, many of these programs will still bring a smile to your face. You'll enjoy playing with all of them at least once to discover which ones you'll want to play over and over again.

This book collects in one place an amazing group of interesting, challenging, and entertaining DOS game programs. You will discover games that you've never seen before, as well as special effects that you didn't realize were possible. Yet although the programs perform fantastically entertaining feats, each one is remarkably easy to use.

what you'll find in amazing dos games

Amazing DOS Games is organized into five parts. Within each part is a group of programs arranged in alphabetical order. Here's a brief description of each of the five parts:

1. *Arcade and Action Games* contains blast 'em, shoot 'em up, and quarter-popping video arcade games. You'll be astonished at some of the fascinating video effects you'll find here.
2. *Casino Games* contains a variety of fun card and dice games. You won't lose your shirt betting on these!
3. *Games for Kids (and Kids at Heart)* includes simple and eye-catching programs for hours of easy fun. These games will engage and entertain the young at play.
4. *Sports Games* includes games for armchair athletes who want to make the computer sweat.
5. *Strategy Games* includes my favorite brain beaters. You can test your acumen against your friends or against the computer in this wide range of new and challenging logic games.

about shareware and freeware

The Amazing Game applications in this book are either shareware, freeware, or public domain software. In some cases, the program documentation that accompanies an application (in its directory) explains about each product fully. In all cases, I explain which type of software a game represents in the "Behind the Game" section of each chapter.

It's important to understand the differences among commercial, shareware, and freeware applications. Commercial products are typically sold in stores or by mail order for a fixed price. The package generally contains a license to use the product, usually on a single computer, and has accompanying documentation.

Freeware programs have virtually no strings attached. Generally, they offer no restrictions on non-commercial use, although the author still retains ownership (copyright) of the program itself. Usually, documentation is minimal. Public domain software is the extreme example of freeware: It is offered to the world with no restrictions on use of any sort, including repackaging or rewriting as a commercial product.

Shareware is a relatively new phenomenon, consisting of products that are often offered to the public in their complete, unrestricted form at no initial charge. Shareware distribution gives users a chance to test-drive software before buying it. And because the overhead is low, prices are low as well. The shareware system makes it easier to fit your needs, since it lets you try before you buy. Shareware has the ultimate money-back guarantee—if you don't use the product, you don't pay for it.

Copyright laws apply to shareware, freeware, and commercial software. The copyright holder retains all rights. Shareware authors are often accomplished programmers, just like commercial authors, and the programs are of comparable quality.

The main difference between commercial software and shareware is in the method of distribution. The shareware author specifically grants permission to copy and distribute the software, either to all and sundry or to a specific group. For example, some authors require written permission before a commercial disk vendor may even copy their shareware programs. Thus shareware is a distribution method, not a type of software.

shareware registration

If you try a shareware program and continue using it, you are expected to register. Registration details vary from program to program. Some shareware authors politely request registration, while others require it through some programming mechanism, such as a trial period after which the program no longer functions. (None of the programs in this book is restricted in this manner.) After registration, you may simply receive permission to continue using the software, you may receive an updated program with a printed manual, or you may be granted free access to the author's bulletin board system to obtain free upgrades.

A common technique for encouraging registration is to display a screen message that reminds you that you haven't yet registered the program. As a result, some users have humorously renamed shareware "nagware." Usually, users will receive a registration number (or a special registered version of the game) which will disable (or not include) the shareware reminder notice that appears when the program is started.

Non-registered users of the shareware included with this book are typically granted a limited license to make an evaluation copy for trial use. You should use this copy to determine whether the program is suitable and desirable for continued use. At the end of this trial period, you should either register your copy or discontinue using the shareware program.

Registering has additional benefits beyond simply paying for the legal right to continue using the software. By registering each product, you will keep informed about future updates, including new features and any necessary bug fixes.

Please understand that purchase of this book does not constitute any form of payment of required registration or shareware fees to the software authors. All of the authors' disclaimers of responsibility regarding their software creations still apply. Further, none of the

shareware authors has given up or transferred any of the ownership or copyrights regarding these software programs.

getting in touch with the authors

Each game program in this book has an author, although not all authors wish to take credit for their work. You can find mailing addresses or electronic-mail addresses for each of the authors, except for some of the freeware authors, in the final section of each chapter.

If you have comments, criticism, or suggestions that relate to a particular program, please communicate with the author of that program. However, if you'd like to get in touch with me, you can do so in either of two ways:

- By mail:

  Judd Robbins
  P.O. Box 9656
  Berkeley, CA 94709

- Or by e-mail on CompuServe: 70303,1670

Please feel free to write me with your opinions about the programs selected for this edition of *Amazing DOS Games*. Tell me what you liked or didn't like, and let me know why. Tell me what you'd like to see in future *Amazing Games* editions—maybe more of one type of program and less of another. Perhaps you know of a program that you feel should have been included. Let me know. There's a lot of very good software being developed in the shareware world. I'll be glad to consider additional possibilities for future compilations. Perhaps you'd like to suggest a completely new book that contains shareware of a different nature altogether. I'm open to suggestions. Get in touch.

If you're an author of a shareware product that I did not include here, write to me and send me the current version. I'll be glad to consider it for inclusion in a future revision, or in a completely new version, of this book. If you're an author of one of the products included here, keep me apprised of new versions of your software or of other programs you've written.

If you're a hopeful future author of shareware software, let me give you the most important piece of advice I've learned. Get yourself a mail box or mail drop that will not change over the next decade. There are quite a few authors of excellent programs whom I've been unable to contact because they've moved, or because their forwarding-address orders have expired. Some of the authors that I've succeeded in tracking down have expressed dismay at the number of copies of their shareware programs that still exist and include useless, out-of-date contact information.

installing the amazing dos games

The disk that accompanies this book contains all the game programs that are described in the following chapters. The programs are in compressed format. The expanded size of the files is well over 2 megabytes.

To install all of the game programs, you must have approximately 3.5 megabytes of free disk space. During the installation procedure, extra space is consumed temporarily in order to speed up the process. This space is recovered automatically after your Amazing Game programs are successfully decompressed. When the installation process is complete, your hard disk will have an AMAZINGD directory, within which you will find over 100 separate files.

Your decompressed AMAZINGD directory will include an AMAZINGD.TXT file. This file documents which of the decompressed files are associated with each of the 26 Amazing Games described in this book. With this information, you can easily erase files that

have to do with games that you later decide not to retain on your hard disk.

To initiate the copying and decompressing of all the programs, place the Amazing Games disk into a floppy disk drive, change to that drive, and run the AMAZINGD.BAT batch file installation program from the DOS command prompt. Specify your hard disk as the first parameter.

For example, to install all of the Amazing Games onto drive C, you might place the Amazing DOS Games disk in drive A, then type these two instructions:

```
A:
AMAZINGD C:
```

The AMAZINGD.BAT batch file controls the copying and decompressing of all the Amazing Games programs from the floppy disk onto your hard disk. It creates an \AMAZINGD directory for your new game programs. After running AMAZINGD.BAT, you will have access to all of the Amazing Game programs in the AMAZINGD directory on your hard disk.

After you've completed this automatic installation, have fun and try out all the programs. You can erase just those programs that you do not wish to retain. Since you always have your original Amazing DOS Games disk, you can use the DEL command to erase the files pertaining to any specific applications you do not wish to keep on your hard disk.

how to use the amazing game programs

Once you've installed the Amazing DOS Games, you can run any one of them by changing to the AMAZINGD directory, then typing the name of the game program at the DOS command prompt. For example, to run the game called Fiddle, just type **FIDDLE** at the

command prompt while you're in the AMAZINGD directory. Please see individual chapters or the inside front cover of the book for the precise spelling of each program name.

Each chapter explains how to exit from an Amazing Game program. In some cases, you simply press the Esc key. In other cases, you can press the Q (Quit), E (Exit), Ctrl+C, or Ctrl+Break keys.

a word of caution

You should always exercise caution when trying out a group of new programs. Nearly all computer programs have potential bugs in them. A program may fail on one computer system, yet work perfectly on the next. It's even possible that a program will work on your system today, yet not work tomorrow when you happen to be running something else with which the new program conflicts.

I've tried out all of these programs on different computers at different times and have had no problems—just fun. The programs have all been tested on 386 computers, using different amounts of memory, different clock speeds, and different video cards. I have tried the programs using standard VGA as well as Super VGA. I have tested the programs under different versions of DOS, from 3.3 to 5.0 to 6.0. Of course, that does not necessarily mean that all these programs will always work for you on all unknown combinations of CPU, memory, video cards, and additional hardware boards.

None of the programs in this book is lethal to your system. There are no viruses and no data destroyers. Nevertheless, I can't know in advance what mix of device drivers or memory-resident programs you will be running on your system when you run one or more of these Amazing Game programs.

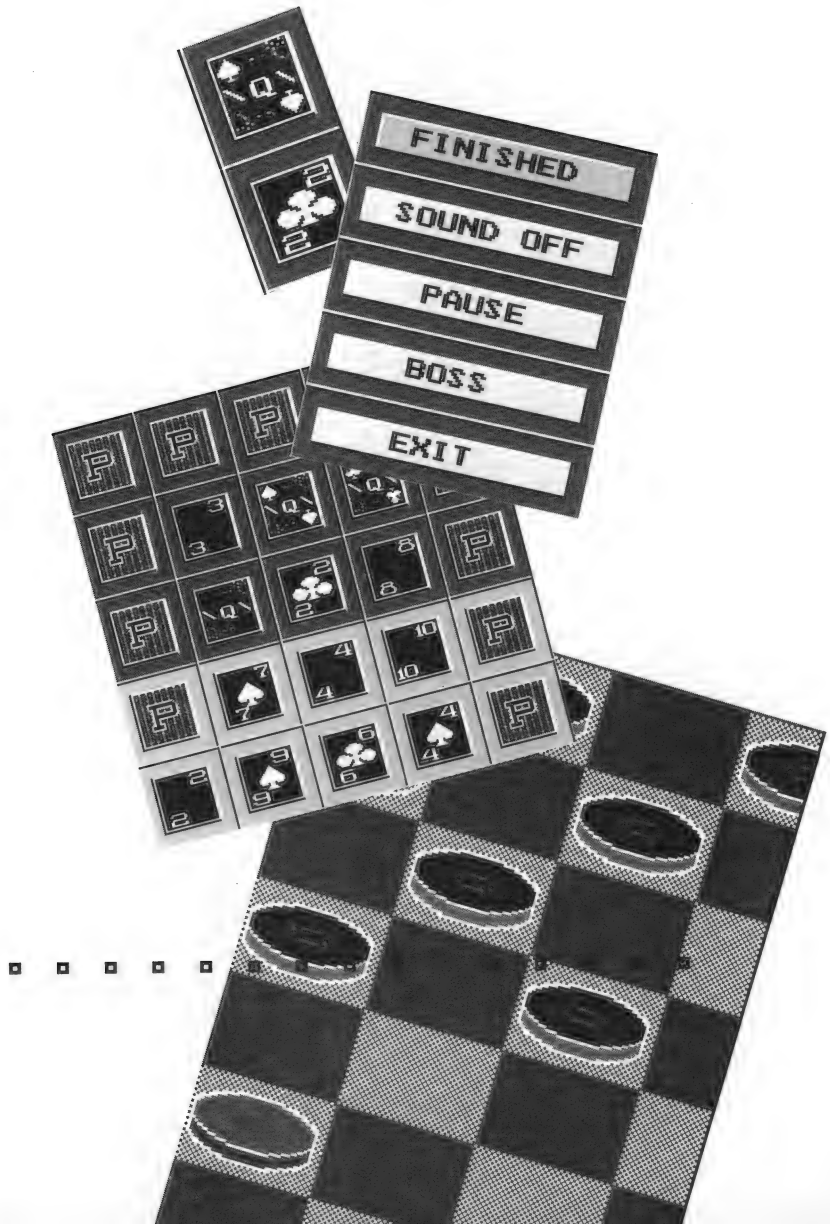
Try out your Amazing Games when nothing critical or crucial is going on in your system. If this is not possible, back up important work before trying out an Amazing Game application. Sometimes,

there are interactions between DOS programs (commercial and shareware) that may crash your system and force you to reboot your computer. You should always have a current backup of your hard disk. Now is as good a time as any to prepare that backup. Then, if some unexpected interaction between programs causes a problem, you will be protected.

Neither I nor the publisher is liable for irresponsible use of these programs. Nor can we anticipate any unusual hardware or software environment within which you plan to run these Amazing Game programs. All I can do is to tell you how to load and run the programs, what they do, and how to exit from a program when it's done or when you wish to stop. Sometimes, computer systems crash. Who knows why?

All of these Amazing Game programs worked well for me, and I tried out hundreds of programs before selecting the ones you now have before you. I had no problems. So enjoy them!

PART



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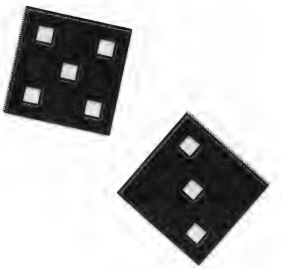


arcade and action games

Shoot 'em up, punch 'em out, and blast 'em away! You'll battle your way through obstacles and aliens. You'll be perplexed by mazes and mirrors. You'll have to run and you'll have to hide, but you'll have fun, fun, fun!

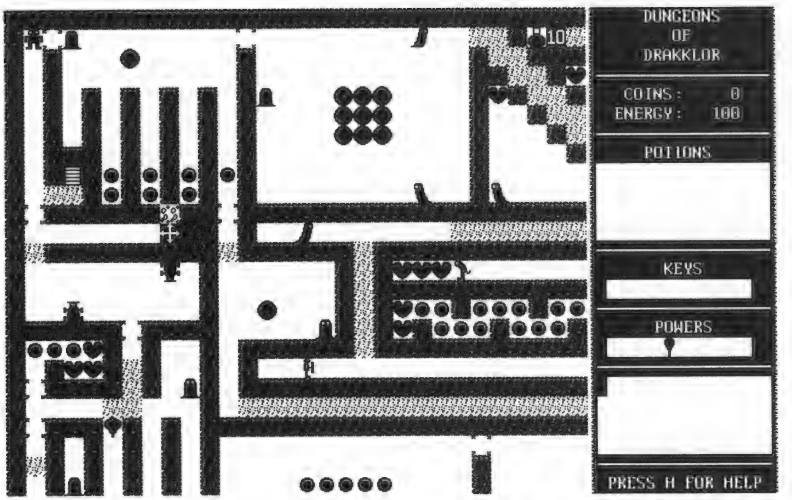
game 1

Dungeons of Drakklor

Play the role of a computer explorer searching for the electronic equivalent of the Fountain of Life. Journey to the Drakklor mountains, battle evil creatures, and surmount unspeakable difficulties to reach the lost city that is home to the long-sought-after Fountain.

playing the game

To play Dungeons of Drakklor, change to the AMAZINGD directory, type **DRAKKLOR**, and press ↵. From the opening screen, you can press **P** to begin the game or **Q** to exit from the game and return to DOS. Version 4.1, which is included on the Amazing DOS Games companion disk, contains 11 challenge levels. Can you reach them all?



▪ Finding the Fountain of Youth is only slightly more adventurous.

In this game, you are Binkley, the bravest explorer of all time. You will soon begin the most dangerous campaign of your life: the search for the Fountain of Life. Legend has it that the fountain is located in the lost fire-city of Arrythrias. Your quest will not be easy. Arrythrias lies in the outer reaches of the Drakklor mountains, where unspeakably evil creatures lurk, waiting for unwary explorers. Fame, fortune, and eternal life await anyone brave enough to reach the lost city. Certain death awaits those who aren't.

This is Binkley as you will see him on your screen. Move him using the arrow keys. Press the spacebar to shoot a fireball, in defense against the creatures of Drakklor. To rotate Binkley without moving him, hold down the left Shift key while pressing an arrow key. The box in the lower-right portion of the screen shows Binkley's location within the current level.

Stone walls are the building blocks of Drakklor. They are impenetrable to all creatures. Evil wizards, hoping to confuse travelers, have made some of these blocks invisible. Their magic is weakening, however. Every once in a while, Binkley will be able to see the walls for a split second. Other walls appear to be solid,

but actually can be broken by a single fireball. These walls flash white occasionally.

Binkley can dig his way through plain dirt that looks like this because he carries a pick and shovel. However, other creatures cannot pass through it.

Only green crawlers, blue sentries, and red chasers can eat away this possessed dirt. Binkley must lure these creatures to the possessed dirt in order to pass through it.

Binkley can move boulders around to trap monsters and to shield himself from fireballs. He can push boulders by running into them. To pick up and carry a boulder, press the spacebar when Binkley is right in front of it. To drop the boulder, press the spacebar again.

Silver coins are scattered throughout Drakklor. Binkley can collect these to buy weaponry and defensive gear, as well as to pay tolls. A box on the right side of the screen shows how many silver coins Binkley is carrying.

Gold coins increase Binkley's wealth more quickly than silver coins. Each gold coin is worth ten silver coins.

Binkley can fit through narrow doors only when he is not carrying a boulder. No other creatures can pass through these doors.

These cracks in the walls are too narrow for anything but a fireball to pass through.

Hearts increase Binkley's energy. These are important because if you allow Binkley's energy level to drop to zero, he will die and the game will be over.

This freeze potion will freeze most of the monsters on the screen for a while, allowing Binkley to travel safely. The potions box shows how many freeze potions Binkley has. To use a freeze potion, press the F key. A small blue bottle will appear in the powers box.

This invincible potion will protect Binkley from losing any energy while the potion is active. Press the I key to use this potion. A red bottle in the powers box will appear while the potion is active.

This terror potion will cause any creatures that usually pursue Binkley to become deathly afraid of him and run away. To use this potion, press the T key. A green bottle will show that this potion is working.

This burn amoeba potion will allow Binkley to burn his way through amoebas. To activate this potion, press B. A cyan bottle in the powers window indicates that this potion is functioning.

Binkley must pay ten coins in order to pass through this toll booth. If he doesn't have the money, he can't go through.

This type of toll booth costs Binkley one hundred coins to pass through.

This helmet helps protect Binkley. If you can get the helmet, any damage done to Binkley will be cut in half.

A shield can also increase Binkley's resistance to injury. Again, monsters and fireballs will be halved when Binkley has the shield.

The breast plate can further decrease the damage done to Binkley, reducing it to half of what it would be otherwise.

The double shooting item allows Binkley to shoot fireballs twice as fast as he could at the beginning of the game.

The triple shooting item allows Binkley to shoot four times faster than he could at the beginning of the game.

If you get the quadruple shooting item, Binkley will become a deadly shot. He will be able to shoot eight times faster than he could at first.

Binkley must collect the eight different colored keys in order to enter the fire-city of Arrythrias. Keys allow Binkley to open locked doors. They also increase the duration of potions. A window on the right side of the screen shows your keys.

You must have the key of the matching color to pass through locked doors like this.

Binkley can use staircases to get from level to level.

Magical conveyor belts suck through themselves whatever they can. They suck things only one way.

Space vortex rotators cause everything around them to move in circles.

When shot from the side, enchanted blocks cause whatever is above and below them to switch places. If shot from above, an enchanted block like this one will switch things from left to right and vice versa.

Replication boxes continuously duplicate creatures or other objects. The only way to stop one is to put something in front of it.

Lava is harmless to all things except for moving statues, which will melt and die immediately upon contact with it.

The amoeba, if given space, will slowly grow until it runs out of room. Often, it will surround other objects and creatures. If Binkley is trapped this way, he can use an amoeba-burning potion to escape.

Sentries are simple-minded creatures who move back and forth continuously. Binkley can kill them by shooting them with fireballs. Sentries can slowly eat away at possessed dirt.

Green crawlers, the most common type of monster in Drakklor, navigate by following walls. If the wall they are following is taken away, they become confused and move in circles. Binkley can kill green crawlers with fireballs. He can also cause them to run out of room to move, in which case they will turn into gold coins. If a crawler encounters a red chaser, they will kill each other, and the two will turn into a gold coin.

Red chasers, although slow, follow you relentlessly. Binkley can kill them with fireballs. Also, he can cause them to run into crawlers, which will kill both creatures and produce a gold coin.

Snakes are very dangerous enemies for Binkley. Running head-on into a snake will cause Binkley a lot of damage. Binkley can kill a snake by shooting it in the head. If a snake is shot in the middle, it will divide into two separate snakes. If a snake wanders down a

narrow path with no outlet, it will suffocate. Whenever a snake dies, a gold coin is produced.

Enchanted cannons sit still and shoot fireballs. There is no way to kill them, but you can block them.

Living walls often blend in with regular walls and surprise Binkley. If there are many living walls in one room, they can surround and trap him. If you don't have a terror potion, Binkley's done for.

Spinning cannons rotate and shoot fireballs in every direction. You can't do anything to stop a spinning cannon except block its fireballs with boulders.

Armored soldiers wander about randomly, often stumbling into passing travelers like Binkley. They carry shields, so a fireball will do no damage to them if they are facing it. To kill one of these soldiers, Binkley must shoot them from the side or from behind. If a soldier wanders into an amoeba, he will cut a path through the slime and leave a trail of coins behind.

Moving cannons move around walls much the way green crawlers do. They shoot fireballs as they go. Binkley cannot kill these cannons with fireballs, but they will die if they encounter lava.

There are a variety of controls available to you in this game. As explained above, the cursor keys move Binkley around the dungeon in the direction of the cursor arrow. If you hold down the left Shift key and a cursor key, Binkley will rotate without moving.

The spacebar shoots a fireball or picks up a boulder. If Binkley is holding a boulder, the spacebar causes Binkley to drop it. In addition, using the left Shift key, you can make Binkley push boulders and pick up an object without actually moving into the space the object was in. Other crucial keys are listed below:

key	what it does
B	Uses Binkley's amoeba-burning potion.
F	Uses one of Binkley's monster freeze potions.

I	Uses an invincibility potion.
T	Uses a terror potion.
+/–	Speeds up and slows down the game to compensate for different computer speeds.
M	Prints a level map on a 24-pin Epson printer (this key is only available in the registered version).

Playing to Win

- Only Binkley can fit through narrow doors. Use these doors (but only when not carrying a boulder!) to escape from any of the evil creatures you may encounter.
- Keep your energy up. Without energy, you will die and the game will end. Find the hearts to increase your energy supply.
- Use the freeze potion to render an enemy immobile for a time. You can use this time to escape or to travel safely past the creature. Press the F key to use a freeze potion that you've acquired (a blue bottle should be visible in the powers box).
- Money is nice to have in general. In this game, it is essential to acquire money in order to buy weapons, both defensive and offensive. Don't just accumulate the gold and silver coins. Trade them in for useful potions and weaponry! But keep some money in order to pass through toll booths that require coins for passage.

behind the game

Dungeons of Drakklor Version 4.1 is a copyrighted game written by Mark Neri. It is distributed by

Westworld Computer Services
3755 Avocado Blvd., Suite 304
La Mesa, CA 91941-7301

GEnie: Westworld
Prodigy: Jspb88a

To register Dungeons of Drakklor, send $14.95 for a basic registration to Westworld Computer Services at the address shown above. You should also include $3.00 for shipping to receive the latest version of the program ($5.00 for non-U.S.A. registrations). If you would like a printed map booklet as well, include an additional $3.00. You can pay by personal check, money order, MasterCard, or Visa. All orders are shipped within 24 hours. U.S. orders are shipped by two-day priority mail. Foreign orders are shipped by air mail. Payment for foreign orders must be made in U.S. funds drawn on a U.S. bank.

Game 2

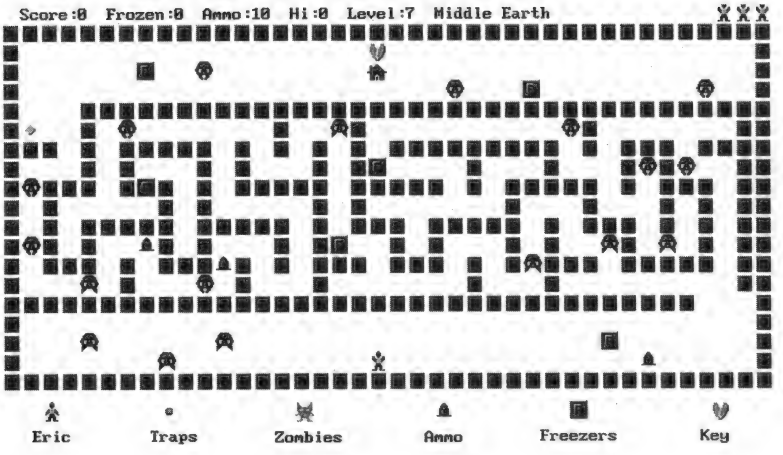
Captain Eric

What a mélange of characters and shapes! Fight zombies and aliens! Shoot bullets and set traps! You can even freeze your attackers before doing away with them.

playing the game

Captain Eric is a light-hearted adventure into the world of shoot 'em up heroes and alien encounters. To begin playing this game, change to the AMAZINGD directory, type **ERIC26**, and press ↵. To exit, press Esc.

The hero of this game, Captain Eric, has landed himself in a bit of a pickle at alien HQ. He must negotiate 12 perilous levels before



■ Clever games can provide chilling experiences.

he can make his escape. The objective is to collect all the heart-shaped keys on the screen. Sometimes there's more than one key on a level. You have three lives per game (see the upper-right corner of the game screen). When you lose a life, you are forced to start over at the current level. When you lose all three lives, the game is over.

You can move Eric in any horizontal, vertical, or diagonal direction by using the cursor keys on the numeric keypad. Every time you move, the aliens move as well—bear this in mind when running away. The aliens also move after each shot you fire, and if you stand still for more than a certain amount of time. To fire a shot, hold down the Shift key and press 2, 4, 6, or 8 to fire in a horizontal or vertical direction. You can't shoot diagonally—this makes the game more challenging!

To get rid of the zombies, you can shoot them or lure them into traps. However, the more intelligent aliens tend to avoid traps on higher levels. Alternatively, you can pick up a freezer by moving Eric onto the position marked with a blue F (see the figure above),

and then eat the aliens (quickly!) while they are frozen. Collect ammo as you go along, but use your bullets sparingly.

Some screens have mazes made up of invisible walls. These are revealed when you are within a distance of two squares. On some screens, objects (such as traps) rain down after each move, so don't hang around! On higher-level screens, you will see an Alien Generator, shaped like a house, which regenerates all the aliens you shoot. You are advised to shoot the Alien Generator if you can.

Playing to Win

- In your first few confrontations as Captain Eric, you should press F2 for the Easy mode game. You will find fewer, and slower, aliens and other unpleasant things in Easy mode.
- Try to destroy aliens with traps and freezers whenever possible. Be careful not to shoot the heart-shaped keys; they're your primary way out!
- Use the traps to your advantage. Sometimes you will need to shoot traps in order to get through mazes, so you will want to save your bullets for these occasions.
- You can actually use the aliens' behavior to your advantage as well. Since aliens move toward you whenever you make any motion, you can lure them to traps and other dangerous spots. Hide behind them at the last moment and they'll be gone! Press the spacebar to lure them to their doom; this can save your bullets.
- When luring aliens to traps, note that the larger traps can absorb two aliens, while the smaller ones take only one alien and then disappear. Your protection will be gone—and you better be also!

behind the game

Captain Eric Part 1 is copyrighted shareware from PC Solutions. If you find yourself playing it repeatedly, you are obliged to become a registered user by purchasing one of the author's game packs. The program includes advertising about these game packs. If you buy Games Pack 3, you will get Captain Eric Part 2—the sequel—with more mazes, problems, aliens, and puzzles to solve.

PC Solutions is one of the best shareware game companies around, in terms of the quality and variety of the games they create. It's well worth the effort to contact them to discover the many other games that they offer. You can get in touch with them at this address:

PC Solutions
Dept AX
P.O. Box 954
Bournemouth BH7 6YJ
England

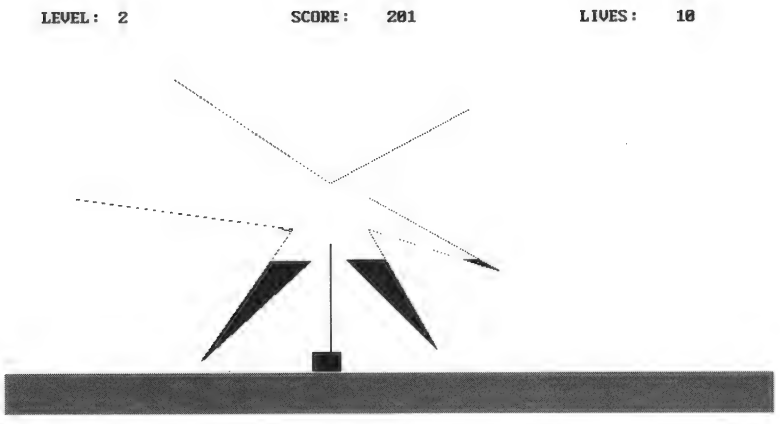
Game 3

Eye of Horus

Battle fourth-dimensional space creatures. It's your weapons against theirs, and mankind is depending on you to stem the tide of intergalactic attackers.

playing the game

You must have a video monitor with at least 640 × 350 EGA graphics to play this game. In addition, the game requires a mouse for all operations, so you must have previously loaded a mouse driver on your system.



■ Keep your eye on the moving target!

To play the game, just change to the AMAZINGD directory, type **HORUS**, and press ↵. After an opening screen display, you will be asked questions about the following playing aspects of the game:

1. Game duration (short to long): Type a number from 1 to 9.
2. Game difficulty (easy to hard): Type a number from 1 to 9.
3. Game speed (slow to fast): Type a number from 1 to 9.

After you've answered these initial questions, click the right mouse button to get started. From then on, you can move your weapon from left to right simply by moving the mouse. Click the left mouse button to fire at the large monsters that appear in the sky above you. Press the Esc key to exit from the program at any time.

Each monster appears as an expanding eye. You can shoot it while it is expanding. If you hit a monster, it explodes and you get game points. If you miss it, it shoots at you. You better get out of the way, or hide beneath some space rubble! Be careful with your shots, though. You only get one shot for each attacking Horus.

After destroying a number of these attackers, you'll move up a level and your intermediate score will appear. You may also earn bonus lives, if you've destroyed enough invaders. Click the right mouse button to continue to the next level.

Here's what the author of Eye of Horus says about his own program:

> Imagine—you're just cruisin' around Titan, minding your own business. It was bad enough being sent all the way to Saturn just to survey a desolate hunk of rock, but at least it was quiet.
>
> Then, out of nowhere, you bang right into a black hole! The time/space continuum goes right down the toilet! Fourth-dimensional space creeps start leaking into our universe, and they want to squash you like a Martian mosquito! They look just like big eyes opening and closing before they try to zap you. You feel a mixture of awe and disgust at their brutal power. You call 'em Horus after the Egyptian god of donuts. You can zap 'em back, but it takes so much juice that you can only get one clean shot at each one.
>
> If you're lucky, you can sometimes hide under some space junk that's floating around. But watch out when a Sweeper passes through: It'll block you and then drain your score quicker than the Intergalactic Revenue Service drains your credit account! Your only chance to avoid the Sweeper's devastating effect on your score is to hide beneath some floating space debris as the Sweeper passes overhead. You'll probably die trying, but at least you'll know that you dragged a bunch of them space jerks down with you. You're humankind's only chance! Go for it! And have a nice day...

Playing to Win

- If your shot at Horus misses, move out of the way quickly. You have only one shot, so you won't be able to shoot again. Horus will get you with his next blast!
- You can hide underneath moving space rubble or ships to avoid being destroyed by a shot from Horus. You can also use this technique to avoid having your energy drained by one of the intergalactic Space Sweepers that occasionally appear. Align your missile launcher on the side opposite the Sweeper's purple beam!
- To get used to playing this game to win, and to score many points, start out by choosing an Easy game (choice 1 on the opening screen) and a slow speed (also a 1 on the opening screen).
- If you decide to cross the Sweeper's purple beam, do it quickly. If you cross slowly, you'll be caught in the sweep. This not only drains your score, but produces a red wall that you won't be able to pass through. This limits your mobility for point scoring, as well as for escape maneuvers.

behind the game

Eye of Horus is copyrighted shareware. It was written by John Shramko, who has also written a number of other shareware games, including Elevators from Hell, Electron Havoc, Endless Horror, Ecstasy in Hedonia, and Plague. If you continue to use Eye of Horus beyond the 14-day evaluation period, you must register.

Please forward all comments, suggestions, criticism, praise, insults, and particularly your $10 registration fee to

John Shramko
P.O.Box 20480
Newark, NJ 07101

Registered users will receive the latest version of Eye of Horus, which does not contain any registration reminder screens.

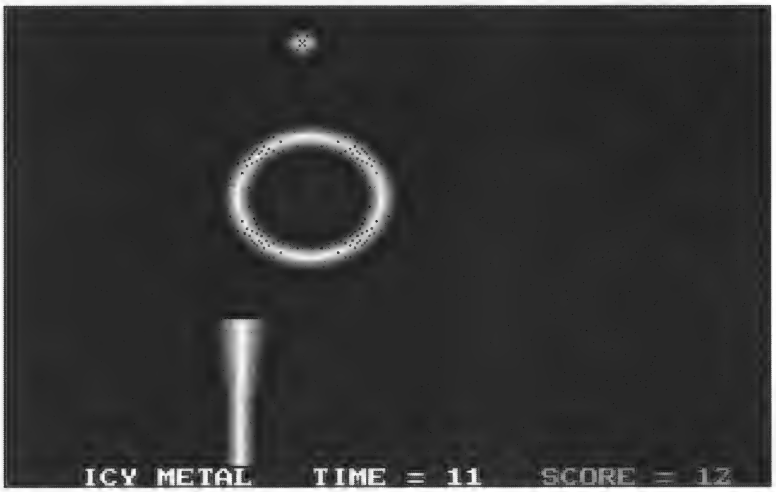
game 4

Icy Metal

Icy metal includes three exciting action games. Use your mouse and your reflexes to move metallic items around the video screen.

playing the game

Icy Metal attempts with every screen to acclimate the user to cold metallic scenery. These games put a premium on quick thinking and reflexes, but their real purpose is to provide players with sensory enjoyment. Icy Metal requires 256-color VGA graphics (320 × 200 pixels) and an installed mouse.

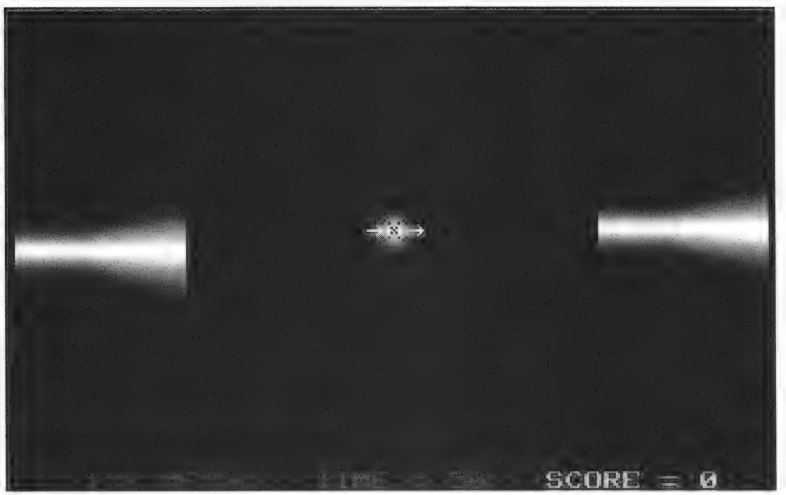


■ Funnel your energies into this challenging game.

Each of the three games contained in this package requires you to control different elements—a metal ball, a metal donut, and/or a metal funnel—with your mouse. To begin the game, change to the AMAZINGD directory, type **ICYMETAL**, and press ↵. Press ↵ again to skip past each opening screen. After the opening screens, you'll be asked to enter your name, indicate whether or not to activate sound effects (press **Y** or **N**), and specify which game you wish to play (1, 2, or 3). To quit the game, press Esc or wait for the timer to run down.

Game 1 seems deceptively simple. You must drop the icy metal ball into the funnel, using the mouse to move the funnel under the moving ball. In between the funnel and the ball is a moving metal donut that exhibits magnetic properties as well as a variable speed. If the ball comes too close to the moving donut, the ball will be absorbed into the donut and you will lose a point. If you are successful in dropping the ball into the funnel, you will gain a point. Use the mouse to move the funnel, and press the left mouse button to drop the ball. The game is timed. When it's over, a list of top scores appears, so you can see how you've done.

■ Throw caution to the magnetic winds in Game #2.



Game 2 requires you to throw a metal ball into one of two metal funnels that move up and down on either side of the screen. The direction that the funnel faces changes at random. If the ball goes into the wrong end of the funnel, you lose points. There is a fixed time limit, so your score depends on both reflexes and speed. Press the right mouse button to change the direction of the ball. Press the left mouse button to send the ball on its way.

Game 3 requires you to move the metal ball through two magnetic donuts at once. If the ball passes through only one of the donuts, you lose a point. Since the speed of the donuts varies, this requires special care. Move the funnel with the mouse, and press the left mouse button to release a ball. Because of the donuts' magnetism, you can release the ball when the donuts are approximately, but not necessarily precisely, over one another.

Playing to Win

- In Game 1, don't click the left mouse button if the metal donut is within an inch of the metal ball's drop path. When you have some leeway, click the mouse quickly. Then click again immediately, before the donut has a chance to get any closer to the drop path.
- In Game 2, keep your eye on which funnel has its larger end toward your ball. Press the right mouse button to direct the ball toward that funnel. As soon as half of the ball is in line with the funnel mouth, begin to click the left mouse button rapidly. Keep clicking until the funnel moves almost out of line with the ball. Then look again at the other funnel, and if it's facing the right way, try the same sequence.
- In Game 3, the donuts do not have to be directly over one another in order for you to score. Since the donuts have magnetic properties, they can be over one another partially. As soon as the donuts are within about 75 percent of true vertical alignment, click the left mouse button to release the ball. As soon as you receive your score, and the ball goes through the second donut, click the mouse button again. This earns you additional points and prevents the donuts from moving too far apart.

behind the game

This copyrighted shareware program was written by Bob Mandel. If you have enjoyed this game, please register it by sending $10.00, along with any comments, to the following permanent address:

Bob Mandel
Lewis and Clark College
Box 96
Portland, OR 97219

With this contribution you become a registered user and will obtain five tangible benefits:

- the next updates of the program(s) used
- the source code for most of the programs
- announcement of new software products
- unlimited telephone support for analyzing or enhancing any of the programs
- a free disk (specify 3½" or 5¼"), chosen from the following five shareware collections, also written by Bob Mandel:

  Action Games 1 (Apple, Airpuck, Climber, Colony)

  Action Games 2 (Elbow, Invader, Shield, Subchase, Wall)

  Puzzle Games (Burr, Morris, Reflect, Scramble, Tilemove)

  Strategy Games (Hearts, Hexhein, Pirate, Ponhauki, Pushover, Wumpus)

  VGAFun (ten stunning VGA graphics demos)

game 5

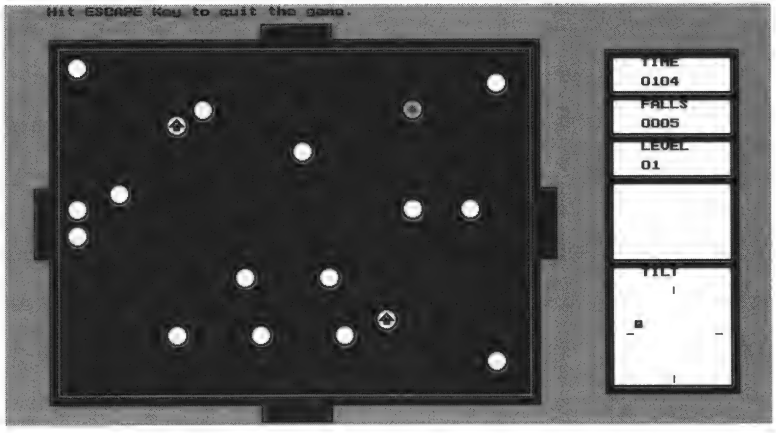
Mazeball

Make your way through this labyrinth as quickly and safely as you can. The maze includes various obstacles as well as more than one layer. This is one game in which you are allowed to "tilt" the results in your favor.

playing the game

Mazeball simulates a well-known maze board game—with a few differences. There are no arrows to direct your course through the Mazeball board. Instead your path is confined by a maze. Each maze can have from one to ten layers. Furthermore, there are additional obstacles beyond just ordinary holes to fall in. And, finally, Mazeball lets you create your own mazes to play in.

■ Merrily we roll along!



You must have a mouse to play this game, and you must have previously loaded a mouse driver. To begin, change to the AMAZINGD directory, type **MAZEBAL2** to start Version 2 of the Mazeball program, and press ↵. You can then click on any of the main menu choices discussed below. Click on Play to begin the game immediately. To end the game, just click the Quit button.

Mazeball is played by "tilting" the board with your mouse, causing the ball to roll "downhill." You can make the ball roll in any direction, depending on how you tilt the board. The object is to roll the ball all the way through the maze.

To do this successfully, you must avoid some of the holes along the way. Falling in a hole always has some effect on the game: It might be as simple an effect as making annoying music, or as serious an effect as ending the game suddenly. The solid black holes send the ball back to the start of the current level. You complete the board by rolling the ball into the final hole. The final hole appears on level 4 as a black circle with a red W in the middle. Ordinary holes are solid black disks.

Your trip through the maze is timed. The ten fastest times are recorded in a high-score file. The computer also keeps track of the

number of times the ball falls into the holes, although this number is not used to determine the rankings.

If you complete the game successfully, and your time is one of the ten lowest for that board, you may enter your name on the high-score list, which normally appears at the end of a game. You may type up to 19 characters of any sort, including spaces. The Backspace and Del keys work just as they do in any text editor. When you are satisfied with the way your entry looks, press ↵. Your name and score will be saved to the disk so that future players can compete against your time.

Probably the neatest aspect of this game is the Edit menu, which lets you construct your own mazes. (I'll explain how to use this menu below.) You can build one or more layers in your maze, and you can even store whole sequences of mazes. Mazeball lets you add and remove walls, specify the starting position of the ball, and define what type of and how many obstacle holes appear throughout the maze. So don't just stick with the limited startup mazes. Go immediately to the Edit menu and customize your maze paths!

main menu selections

The program starts at the main menu selection screen. This screen displays the program name and copyright notice. At the bottom of the screen are several boxes containing menu selections. To select one of these options, click on its box using the left mouse button.

Once you choose the Edit option, the screen will be redrawn to display the board and a menu of choices that you can select. To begin editing the board, click on it with your mouse. Clicking on the location of a wall "toggles" that wall section on or off. After toggling a wall section, you can hold down the left mouse button to add or remove other wall sections. To change the location of a hole, click on the area in between wall sections. Each click rotates the position of the hole clockwise to the four corners in that immediate section

of the maze, and then removes the hole. Keep clicking to repeat this cycle.

The **Edit** menu includes the following options:

Comments and Hints Click the mouse in the area above the board to enter a text comment or a special hint for each level. Press ↵ when you're finished typing this single line of text.

File Name Displays the name of the board that you are currently editing. Clicking on this option allows you to type in a new board name. The newly typed board name is not loaded or saved until you click on Load or Save (see below).

Load Loads the board whose name currently appears in the File Name section of the screen. Loading a board replaces the board in memory. Be sure to save it first if necessary.

Save Saves the board in memory to a file with the name displayed in Save Board. Any previous file with the same name will be overwritten.

Insert Adds a level to the current board. See the Setup menu (described below) if you want to insert above or below the current level. The new level will either be filled with walls or completely cleared of walls, depending on your most recent click of the Clear/Fill toggle (described below).

Delete Erases the current board level.

Clear/Fill Alternately turns on and off all wall sections, as you click on a section. This toggle option will also add or remove a hole if you click on a spot between wall segments.

Ballstart Replaces the mouse cursor with the image of the ball. This allows you to place the ball at any location on the board. Then, when you play the game, the ball

will begin at this location and level. You can set this option for only one level. Whichever level Ballstart was set on most recently will be the starting level.

Hole Type Changes the type of hole that will appear the next time you click on a hole location on the board. At the right of this menu selection is a graphical indication of which type of hole is currently selected. You can choose from the following types of holes:

Black Puts the ball back at the starting point for the level.

Red W Winning hole. The game is won when the ball falls in this hole.

Yellow ↑ Moves the ball up a level.

Red ↓ Moves the ball down a level.

Trap Door Places the ball on a random level (this type of hole looks like wood planks).

Tilt Rotator Puts a counter-clockwise spin on the ball (this hole is blue with four arrows pointing counter-clockwise).

Music Plays random notes.

Spiral Gives the ball a random whack.

Clock Adds to the game time.

Lightning Randomly places the ball anywhere on the current level.

Tombstone Instantly ends the game.

Level Indicates and controls which level is currently being edited. Click on the ↑ and ↓ symbols to change levels. Use Ins and Del to add or erase levels.

Exit Returns you to the main menu. You can then play the board you have designed. Remember to save any work on boards that you want to keep before exiting the game.

To play the game, select the **Play** menu option. The game begins as soon as the screen is drawn. The box beside the play field displays several statistics:

- In the top box is the time in seconds since the game began. This is used to determine the best score. Scores are recorded for completed games only.
- The next box indicates the number of times the ball has fallen into a hole. Each time the ball falls into a hole it is returned to the starting position, and you have wasted the time it took to get to that point on the level.
- The next box down shows the current level, 1–10. The game may start and end on any level.
- The box at the bottom is the tilt indicator. This shows how much the board is "tilted" (the board does not actually tilt, but the ball *acts* as if the board is tilted). The center of the box (denoted by the markings) indicates when the board is completely level. In this position the ball will not begin rolling, though if the ball is already in motion it will continue to roll. You can deactivate this display by toggling Tilt Select on the setup menu.

The **Register** menu option displays information about registering the program.

The **Instruction** option displays the file MAZEHELP.TXT. The Exit selection returns you to the main menu. The Next Page selection shows the next screen page of the document. You can activate these options by pointing to them and clicking the left mouse button.

The **Setup** option on the main menu allows the player to alter various settings of the game. The main setting is board selection. Click on any of the boards listed to use that board when you play Mazeball later. The name of the board you select will appear in the active board box. (The *active board* is the board that will be used when you choose Play.) You can click on more boards to display

any additional boards that are in the current subdirectory. Click on Top of List to return the list of boards to the initial group.

These are the other game settings you can choose:

Sound Select Turns the sound effects on and off.

Tilt Indicator Turns the tilt indicator on and off. This affects only the moving square in the indicator box—not the box itself. Turning the tilt indicator off may be necessary to achieve a smooth display on some slower XT computers. It does not affect the speed of the game.

Main Menu Returns you to the main menu.

Mouse Sensitivity Adjusts mouse sensitivity in the range 1 to 20.

Load Mode Toggles between "level one," which loads the board at its starting level, and "current level," which loads the board at the current level. This allows you to input levels from other boards.

Insert Mode Indicates whether the inserted level is added above or below the current level.

behind the game

Mazeball is a copyrighted shareware game from Eric G. Henson. The registration fee is $10. The fee should be made payable to Henson Software, and it must be in the form of a check drawn on a U.S. bank in U.S. funds or an international bank or postal money order in U.S. funds.

Registration of this game licenses you to use this and any future shareware versions of Mazeball. This means that if an upgrade becomes available, Mr. Henson will charge only a nominal shipping and handling fee—there will be no additional charge for the upgrade. Registered users will be notified of upgrades and of other software available from Henson Software.

Playing to Win

- The winning hole (the red circle W) is on level 4. When you're on level 1, first try to move the ball onto any trap door. You may get lucky and jump all the way to level 4. The worst you'll do is stay on level 1. The next best thing to do is to move the ball onto an ↑ symbol, which always moves you to level 2.
- On levels 2 and 3, try to move the ball onto a ↑ symbol to move up one level. Avoid ↓ symbols if possible; you'll lose time by dropping a level and having to move back up again.
- At all costs, avoid the tombstone symbol. This ends your game immediately, without any chance of getting on the high-score chart, even if your playing time had high score potential! It's safest to go all the way around in another direction to avoid the possibility of "deep sixing" yourself.
- When using the Edit menu to construct a new maze level, click on the Clear/Fill toggle to fill the level with wall pieces. It's easier to fill a new level with walls first, then remove portions, than it is to build an entire maze path with one wall segment at a time.

Please send the $10 registration fee along with your name and address to

Henson Software
P.O. Box 3410
San Leandro, CA 94578-3410

Feel free to include any comments about this game or any ideas that you'd like to see implemented in future versions.

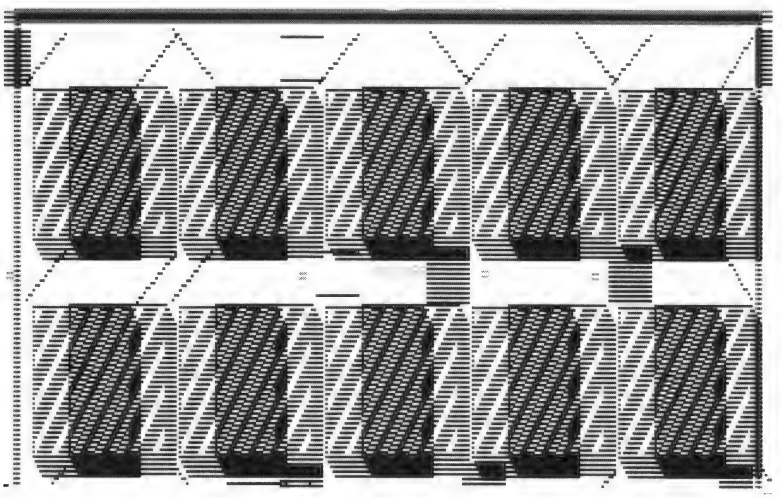
Game 6

Mirror Maze

Reflect on this challenging game for a while. Success depends on finding and eating the glowing dots while avoiding the mean creatures that inhabit this maze. You can use invisible shields and rotating mirrors to baffle your enemies and maneuver through the maze.

playing the game

Mirror Maze requires at least an EGA adapter and 256 KB of RAM, something that just about all computers have nowadays. However, a CGA version of this game with much slower graphics can be obtained by sending $15.00 to the shareware author at the address listed at the end of this chapter.



■ It's really all done with mirrors!

To begin the game, change to the AMAZINGD directory, then type **MIRRORS**, and press ↵. To terminate the game before time is up, press Esc once. Then press **Y** to resume playing, or press Esc again to return to DOS.

Mirror Maze is a game that involves planning ahead. You play the role of an intelligent beam of light traveling through a grid. At each intersection of the grid lies a mirror, a gate, a pellet, or nothing at all. The object of the game is to run over all the power pellets (the glowing dots) in the grid before running out of time.

The opening screen displays a list of control keys, as well as a brief summary of the goal:

Eat the glowing dots and avoid the nasties.

Nasties are other light beams found in the game grid. There are no nasties in the practice level. You don't want to run into a nasty—if you do, you will lose a life. A nasty can run into your tail or your side without harming you, but head-on collisions are always fatal. If you and a nasty hit opposite sides of a mirror, you are safe.

Nasties come in three types:

- Drones follow the mirrors and gates, just as you do.
- Smart nasties ignore the mirrors and hunt you down. They move faster than drones.
- Brilliant nasties ignore all gates and hunt you down at extremely high speeds.

An alarm will sound just before a smart or brilliant nasty enters the screen. If you cause two smart or brilliant nasties to collide, you will destroy them and score big points.

A mirror is represented by a diagonal line. Both sides of the mirrors are shiny. If you hit a mirror, your beam will bounce in the expected direction that light or a ball would bounce.

A power pellet is a small square that pulses colors. You get points if you run over the pellet: It's worth 40 base points. After you run over it, the pellet turns into a mirror.

A gate is represented by two parallel lines and an arrow. The light beam can only travel through this gate if it is traveling in the direction of the arrow.

There are other interesting things that can appear during the game play. A restorer is a flashing star (*) in an aisle way of the game grid. Running over the restorer places a power pellet in a random intersection of the maze. A black hole is a flashing square in an aisle way of the game grid. If you run into a black hole, you will "hyperspace" to another area of the game grid.

Use the following control keys to maneuver through this challenging and dynamic maze:

+ key or = key	Speed up.
– key	Slow down.
Spacebar	Rotate mirrors.

Backspace	Jump into Hyperspace. (Beware! This can be dangerous. You may not come through alive.)
Shift key	Use your Inviso shield. This makes you immune to the hazards of the game (except running out of time). Use this when you are surrounded by smart nasties or to avoid a black hole. Be aware that your Inviso time is limited.
F3	Turn sound on and off.
F5	Pause the timer and the movement of your light beam. Press F5 again to continue.
F6	Save the current game status.
F7	Load a saved game.
F10	Exit to DOS.
Esc key	End this round and play again or return to DOS.

The settings screen allows you to adjust the game's difficulty level, in a range from 1.0 to 3.0. You can set nasty intelligence and frequency, restorer frequency, and black hole frequency. Scoring is awarded in base points. All base points are multiplied by the difficulty level.

If you don't like the color schemes, type the word **Color** while you're in the settings screen. You will be able to edit the colors for the current level. If your screen breaks up while scrolling, it may be because the EGA emulation is not quite right. To fix this, run the setup program that came with your card and change to Pure mode. Contact your hardware manufacturer for more information.

Playing to Win

- Half of the mastery in this game is learning how to complete the maze in the allotted time. If you run out of time, you will lose a life. You will then receive extra time in which to continue your attempt to traverse the maze. If you complete the maze (by running over all of the pellets), you will be awarded 160 bonus base points for every time unit remaining.
- Don't go too fast until you develop your game skills. You can waste time getting lost in the game grid if you move too quickly.
- Try to clear entire areas of the maze, pellet by pellet, so you don't have to go hunting for the last pellet.

behind the game

Mirror Maze is copyrighted shareware. You may use this software for a free 30-day trial period. If after 30 days you are still using this game, you are expected to pay a registration fee of $20.00 to

Dave Edson
P.O. Box 831
Mercer Island, WA 98040

Please mention Mirror Maze in your correspondence. One important benefit of registering this game is that the registered version has 50 levels of mazes, as opposed to only 15 in this shareware version.

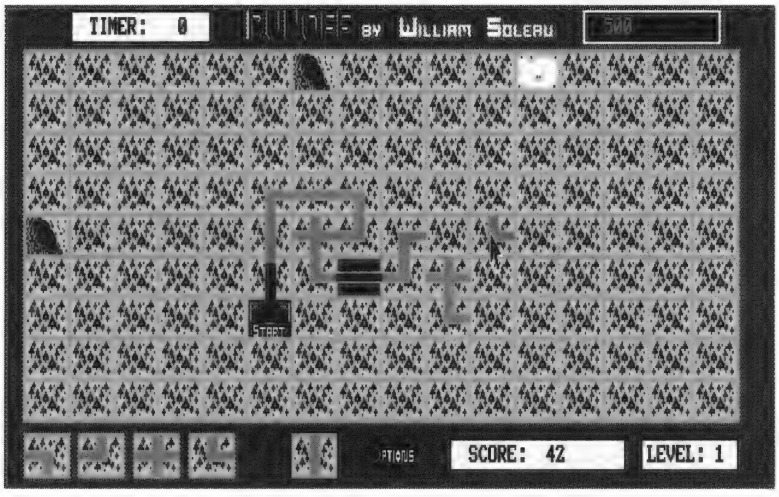
game 7

Runoff

Pave your own path through the woods for these marathon runners. You have only a limited amount of time to design and lay a path to help the runners win the race and avoid getting lost in the forest.

playing the game

To begin playing Runoff, change to the AMAZINGD directory, type **RUNOFF**, and press ↵. You can later type **Q** to quit the game while you are playing.



■ Caution—road crew at work!

The object of the game is simple, yet it's quite challenging. You must pave a path through the woods for a group of marathon runners to race on. You score points for the length of the path you create on which the contestants can run. You have only 30 seconds in which to create this track before the race, or runoff, begins. Once the race begins, you can continue laying down new paths as long as the runners don't get lost in the forest.

How do you lay this road? At the bottom of the screen, on the left side, you will see five boxes. Each one contains a different type of road section. The piece of road to be laid next is highlighted in yellow. You must move your mouse pointer to the grid position in the main portion of the screen at which you would like to place that particular section of road. Then, when you click the left mouse button, that piece of road will be set.

Each of the remaining four sections (the next four sections to be placed) will move over to the right in the "waiting area." This lets you look ahead to anticipate which road sections are next in line. Sometimes you'll need a particular shape of road segment, but you must lay other sections elsewhere before you can get to the piece

you need. You can place a new section of road on top of any existing section—this simply changes that grid section to the new piece. However, this incurs a time delay, and you lose precious seconds.

The best place to begin is at the starting gate, which is the lightly shaded blue grid. After the 30-second road-building phase, the race will start from this point. There are a few places on the grid where you cannot place any road sections. These are grid sections that are already occupied by lakes or cliffs. You will have to lay your road around these obstacles.

When the 30 seconds expire, the runners in yellow come out of the starting gate and slowly make their way through the course you have put down. When the runners reach a point where there is no road laid, the level will be over and your total points will be computed.

To reach the next level in this game, you must score at least 500 points times the level number you're currently on. Higher levels offer more challenges, but they also offer more time to score points. At the upper-right side of the screen, you'll see a box that tells you the score needed to reach the next level. At the end of each level, 40 points are deducted for each road section that the runners did not use.

The score appears in the box at the bottom of the screen. The longer the runners keep moving along your course, the more points you get. You get bonus points if you design the road so that the runners run across a piece of road they've already run on. The bonus scoring for such cross-overs is as follows:

100 points for each cross

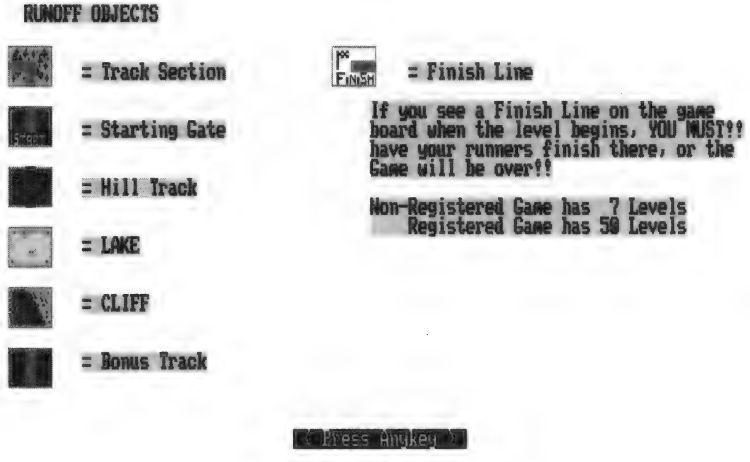
1000 points for four crosses

3000 points for eight crosses

5000 points for twelve crosses

On higher levels, you will see a pink bonus road on the game screen. If you can get the runners through such a section, you'll gain 400 extra points.

■ Various objects in the Runoff race course


RUNOFF OBJECTS
= Track Section
= Finish Line
= Starting Gate
= Hill Track
= LAKE
= CLIFF
= Bonus Track
If you see a Finish Line on the game board when the level begins, YOU MUST?? have your runners finish there, or the Game will be over??
Non-Registered Game has 7 Levels
Registered Game has 50 Levels
Press Anykey

The following keys offer special controls (known as *options*) during the play of Runoff:

- I Displays instructions.
- T Turns sound on and off.
- B Displays a mock database.
- P Pauses the game.
- S Displays the High Scores list.
- Q Quits the game.
- O Displays the alphabetic Options characters seen in this list.

Playing to Win

- A section of road that says "Hill" on it is valuable. If you can lay this piece down along the path your runners must travel, it will slow them down for a while. This will provide you with extra time to continue building roads elsewhere and to stay ahead of the racers.
- Try to create long paths for the runners, especially near the beginning. This can give you extra time to build paths elsewhere while the runners traverse your long opening rows.
- Try to use the corner segments at the end of longer straight paths. Anticipate the direction of the corner turns. For instance, two L-shaped corners can be laid together to control a 180-degree turn.
- Lay road segments that look like crosses on the straightaways, then immediately try to use L-shaped segments to create a running loop back over the cross-piece.

behind the game

Runoff was developed by William Soleau. Mr. Soleau has an extraordinary collection of shareware games, of which this is only a simple and early example. I strongly suggest that you get in touch with him to see his other games; they're quite varied and good.

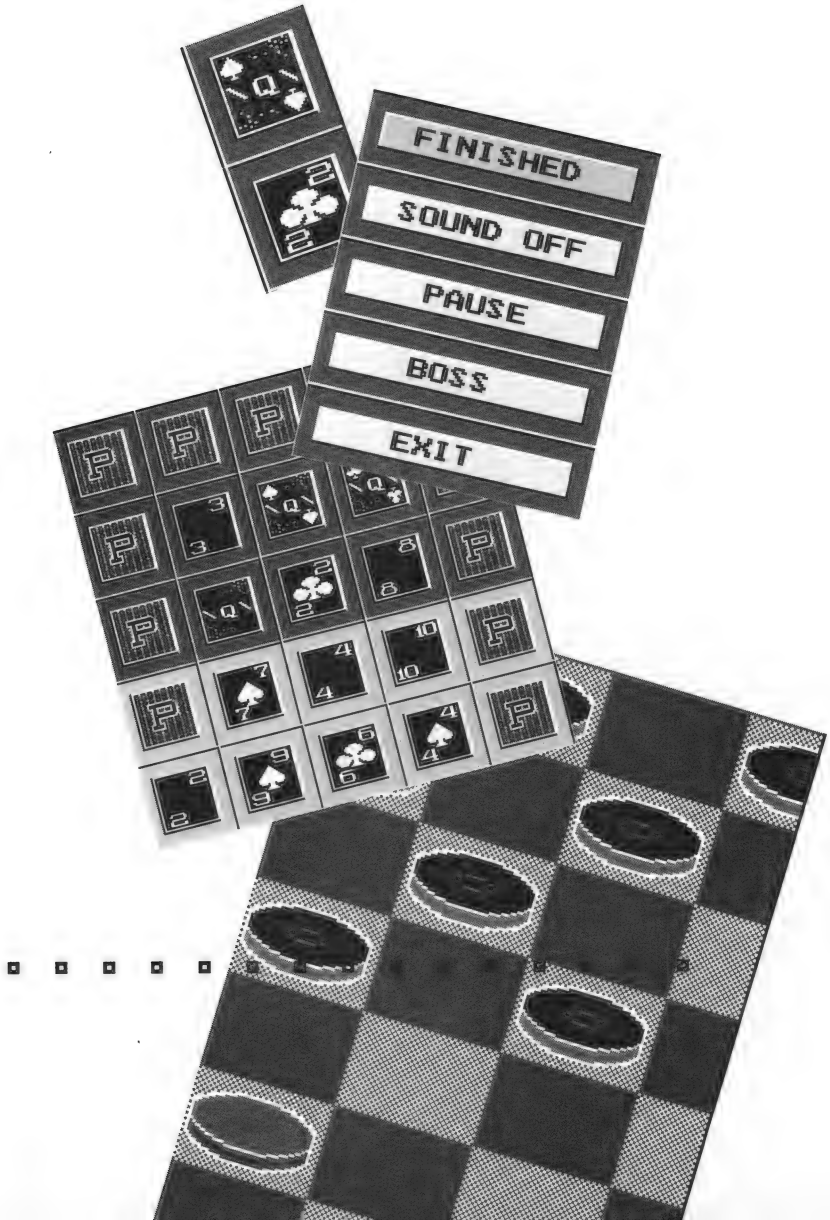
If you find that this particular game is a worthy addition to your collection, please send a registration fee of $14 to the address below. This small amount will allow the author to continue creating software for the millions of computerists who rely on shareware as an alternative to high-cost commercial software.

Mr. Soleau welcomes any suggestions or comments regarding this program. All correspondence can be sent to the postal address or to the e-mail address below:

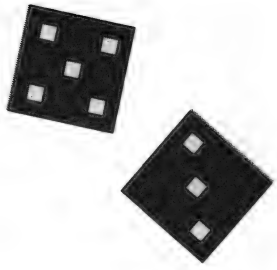
William Soleau
163 Amsterdam Ave.
Suite 213
New York City, NY 10023

CompuServe: 70407,1730

PART



2



casino games

Play cards and shoot dice! Compete with yourself, compete with the computer, or drag along a friend or two. You may even discover how much depends on luck and how much you can control through intelligence and skill.

Game 8

BridgePal

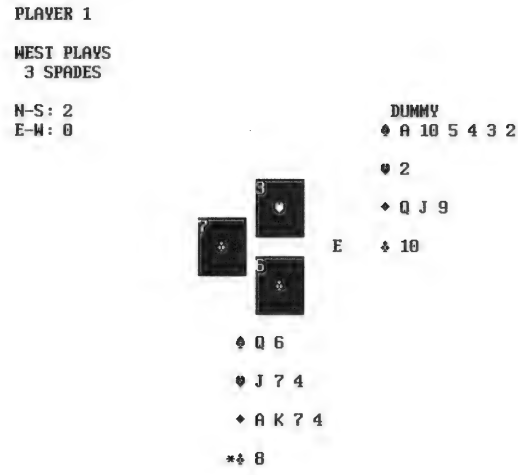
Play regular bridge with three computer partners, play a two-person game, or challenge your skills with duplicate bridge. If you like to play bridge but can't always find a foursome, this is the game for you.

playing the game

To play BridgePal Version 2.0, just change to the AMAZINGD directory, type **BRIDGE**, and press ↵. Before the game begins, you'll be asked whether you have a color display:

```
Color (y/n)?
```

■ You'll never have trouble finding a foursome again!



Type **Y** or **N** to answer the question. Then the main menu will appear, and you'll be on your way. These are the menu choices:

1. Solo
2. Two Player
3. Duplicate
4. Prior Game
5. Demo
6. Selected Hand
7. Help

Make your choice from the main menu, and some follow-on questions will appear:

Automatic trick pick up (y/n)?
Give you the best hands (y/n)?
Change speed (y/n)?

After you answer these setup questions (explained below), the game will begin.

Here's your chance to learn, practice, or just enjoy the game of bridge without needing three other players. BridgePal is played just like bridge, except that the computer shuffles and deals the cards, bids and plays three hands, and does the scoring. You bid and play the South hand. If your team gets the bid, you play both the North hand and the South hand.

understanding the game options

There are three ways to play BridgePal. *Solo* bridge is for one player. *Two Player* bridge provides scoring for two people who take turns playing random hands. *Duplicate* scores for two, but deals the same sets of hands to both players.

All three game options will ask if you want the "best hand." If you reply Yes (**Y**), the hand with the most points will be given to you (South) on every round. All options also ask if you want "automatic trick pickup." If you reply Yes (**Y**), the cards will be "picked up" after the fourth card is played on each trick. Reply No (**N**), and the cards will be displayed until you push any key to continue.

When the hand is finished, you will be asked

Play this hand again (y/N)?

The uppercase N indicates that this is the default response. If you press ↵, then **N** (No) is assumed. Reply **Y** (upper- or lowercase) if you wish to repeat the hand.

If you press **Y** to replay the hand, you may then choose to "rotate" the cards. This will move each player's cards one player to the left (clockwise). You must complete the hand the last time it is played, or the score for that hand will not be kept.

After you complete each hand the last time (if the hand is replayed), the score for that hand will be shown. The display will also tell you

- the hand number

- who bid first
- whether or not the Best Hand option was used

If you wish to replay this hand some other time, you need to jot down these three items. Then you can choose Selected Hand from the menu any time you want to replay that game. When you choose Selected Hand, the first hand is the one you indicated. Then the game continues in Solo mode, using randomly generated hands.

Finally, answering **Y** to the "change speed" question enables you to control how rapidly the game will proceed. If you want the computer-controlled players to make decisions quickly, enter **9** when asked about the rate (i.e., 1 to 9). If you want more time to think, enter **1** for a slow game.

understanding the bidding

BridgePal bidding is the same as conventional bridge bidding. Bids that are not legitimate, like 1 club after 3 hearts, will cause the message "Illegal Bid" to appear. This message will be repeated until a legal bid is made. BridgePal understands (and makes) the following bids: Preempt, Short Club, Take Out Double, Penalty Double, Overcall, and Blackwood.

To enter a bid into the computer, press a number and then the first letter of a suit. For example, to bid 2 hearts, push the **2** key and then the **H** key. You can make no-trump bids by using the letter N instead of a suit letter. You can enter the following bids by pushing just the first letter:

P(ass)

D(ouble)

R(edouble)

It is not necessary to push ↵ to make a bid.

Deciding what to bid can be difficult, but online Help is available. Just push **H** and the computer will suggest a bid for you. To see the point count for your hand, press **C** before making a bid. To exit the hand press the Esc key.

playing the hand

After the bidding is finished, the play of the hand begins. The ? symbol next to a hand indicates whose turn it is to play a card. To play cards, choose the letters **A**(ce), **K**(ing), **Q**(ueen), **J**(ack), or the numbers **2** through **10** (you can also use the letter **T** to play a ten). You select the suit by the first letter of the suit, just as you do in the bidding. So, to play the ace of spades, press **A** and then **S**. To follow suit and play the lowest card you have in that suit, just press ↵.

After the first card is played on a trick, an asterisk (*) will appear in South's hand, next to the suit that was led. After a card has been played by each of the four hands, BridgePal will determine the winning card and point to it with a ← symbol.

You may decide during the play of the hand to let the computer finish playing the hand for you. BridgePal will **a**utomatically **f**inish the hand if you type **AF** and push ↵. You can press the Esc key to quit the hand. If you are not playing the Duplicate option, you will have the choice of repeating the hand or dealing again and playing a new hand.

You can save the score at the end of any hand, before the rubber (a best of three game scores) is finished. The score will be written to your floppy disk or hard disk, along with the type of game you played (for example, Solo), who was dealing next, and the partial scoring status of the rubber. At a later time, you can select Prior Game from the main menu and resume the game at the point where you left off.

a bridge refresher course

These instructions are primarily for those who have never played bridge. However, former players may find some helpful reminders here as well.

The game of bridge is played by two teams of two players each. BridgePal replaces three of the players, making it possible to play the game by yourself. Bridge uses a 52-card deck composed of 4 suits of 13 cards each. Cards are ranked from ace (highest), king, queen, jack, and 10 down to 2 (lowest). All cards are dealt to the four players, so that each player has 13 cards in his or her hand.

A hand of bridge consists of four different activities:

1. Shuffling and dealing
2. Bidding
3. Playing the hand
4. Scoring

BridgePal will shuffle and deal the cards automatically. Bidding is the way you describe your hand to your partner and make a guess about the strength of your combined hands. The highest bid becomes the "contract," or goal, of the offensive team. (See the DOCUMENT.PRN file in your AMAZINGD directory for complete rules of the standard game of bridge.) If you can fulfill your contract, your team scores points. If you fail to make the contract, your opponents will score.

You may bid either a suit or "no-trump." If the highest bid is a suit, that suit becomes the *trump* suit. Cards in the trump suit are something like wild cards. If "no-trump" is the final bid, then there are no wild cards.

Suits are ranked from lowest to highest as follows: clubs, diamonds, hearts, spades, and no-trump. So a bid of 1 diamond is higher than a bid of 1 club. The bidding begins with the dealer and continues

clockwise until three players in a row pass ("pass" means "no bid"). The lowest possible bid is 1 club, and the highest is 7 no-trump. Each bid must be higher than the previous one, for example, 1 club, 1 heart, 1 no-trump, 2 diamonds, etc. The number you bid indicates the number of extra tricks you expect your team to make, beyond the minimum required number of six tricks. Each bid is supposed to give your partner more information about the strength of your hand.

The purpose of bidding is to reach the highest contract your team can make. To evaluate your hand, use the table below to get a total point count:

high card	evaluation points
Ace	4
King	3
Queen	2
Jack	1

This table helps you to determine the worth of your hand, considering only the high cards in it. With one caveat, you can also assess your hand by giving evaluation points to the distribution of the cards within it. The caveat is that a no-trump bid should *not* assign any additional points based on the rest of this paragraph. Although not all players add points for distribution, you can and should consider adding a point for each suit that has only two cards showing in your hand (this is called a *doubleton*). If your hand has a suit that has only one card, this *singleton* is worth 2 distribution points. Finally, if your hand has a suit completely unrepresented, this *void* is worth 3 distribution points.

A *game bid* usually requires 26 or more points between the partners' hands. A bid of 6 or 7 (called a *slam*) requires 33 or more points. Slam bids earn a scoring bonus. Unfortunately, you are not allowed to call out your hand's point count. Instead, you must hint

at it using the various bidding conventions of bridge. The more common conventions are discussed below.

To include a set of bidding rules here would probably be a bit intimidating to newcomers to this game. Rather than struggling with these bidding rules in the beginning, try using BridgePal's bidding Help feature. When it's your turn to bid, just push **H** (for Help). Then BridgePal will make your bid for you.

If you begin to love playing BridgePal, as I do, go out and buy yourself a book about how to bid and play the game of bridge. This chapter should be enough to get you started, but it won't make a bridge expert out of you. The DOCUMENT.PRN file in your AMAZINGD directory contains additional information about the game of bridge, which you can read when you're ready to learn more.

The team that makes the highest bid wins the contract. The suit from the highest bid becomes the trump suit (unless it was no-trump). The player on the high-bidding team who first mentioned the trump suit (or no-trump) is called the *Declarer*. The high-bidding team is on offense, and the Declarer has to "play" the hand alone.

After the bidding is finished, the person to the left of the Declarer plays the first card (*opening lead*). The Declarer is on offense and plays both his or her own cards, as well as his or her partner's cards. The Declarer's partner is called the *Dummy*. The Dummy puts all his or her cards face-up on the table immediately after the opening lead.

The Declarer then decides which card to play from the Dummy. The second defensive team member plays next, and finally the Declarer plays from his or her own hand. The highest card played in the same suit as the opening lead wins the trick. (A *trick* is a round of four cards, one from each player in a clockwise direction.) If someone plays a card from the trump suit (a wildcard), then the highest trump card wins. But you must follow suit if possible: You may play the trump suit only if you don't have any cards in the suit that was led (the suit of the first card played on each trick).

The hand that wins the trick has the lead and plays the first card on the next trick. At this point you can play any card in your hand. Play proceeds in this manner until all cards have been played and the 13 tricks are divided between the two teams.

All of this may sound somewhat confusing at first, but BridgePal will make it easier for you to play the hand. The program will prevent illegal plays, keep track of who plays next, and tell you who won the trick.

The basic objective of bridge is to win two games before your opponents do, and therefore capture the rubber. A game is 100 or more points. Game points are scored by the team making the highest bid, if the contract is made. To make a bid, you must take 6 tricks plus the number you bid. For example, a bid of 4 spades means that the team must take 10 tricks to fulfill the contract (6 plus the 4 bid).

Points are awarded as follows, but only for tricks after the first six:

Spades or hearts (majors)	30 points per trick
Clubs or diamonds (minors)	20 points per trick
No-trump	40 points for the first trick and 30 points for each additional trick

In order to make a game in a single deal, you must bid 3 no-trump, 4 hearts or spades, and 5 clubs or diamonds. These points are written "below the line" on bridge scoring sheets. There are also defensive and bonus points, which are scored "above the line." Since BridgePal will keep the score for you, there is no need to understand scoring details before beginning to play.

Playing to Win

- Do not enable Automatic Trick Pickup while you are still learning the game. This will give you time to look more closely at the cards played by your opponents. Use this time to write down the cards that have been played in order to discover which cards remain to be played. Keeping track of cards is an important bridge skill to develop for later on when you won't have the time, or won't be allowed, to write down this information.
- At the end of any hand in which you were uncertain of the play, write down the number displayed that identifies that particular deal of the cards. Also write down which player was the first bidder, and whether or not you asked for the best hand. You can then replay the hand, using the same or a different play of the cards, in order to find out what might work better and why. To do so, choose Selected Hand from the main menu and enter the requested information.
- To see how the computer would play the cards you just played, replay the hand, but answer **Y** when asked whether you wish to rotate hands.

behind the game

BridgePal is a shareware program, so you are encouraged to try it out and make copies for friends. If you like the program and continue to use it, the author, Bill Rittenhouse, asks that you acknowledge your use by sending in a $9.95 registration fee. When you register, please include any comments or suggestions you have regarding BridgePal. Ideas for additional features, new or revised

bidding conventions, and improved play strategies are especially welcome. If your idea is included in BridgePal, Mr. Rittenhouse will send you a free disk with the latest version that includes your suggestion.

If you enjoy playing BridgePal, please register the game by sending a check or money order for $9.95 (U.S. dollars only) to the author at this address:

WR Software
P.O. Box 4819
Walnut Creek, CA 94596

Game 9

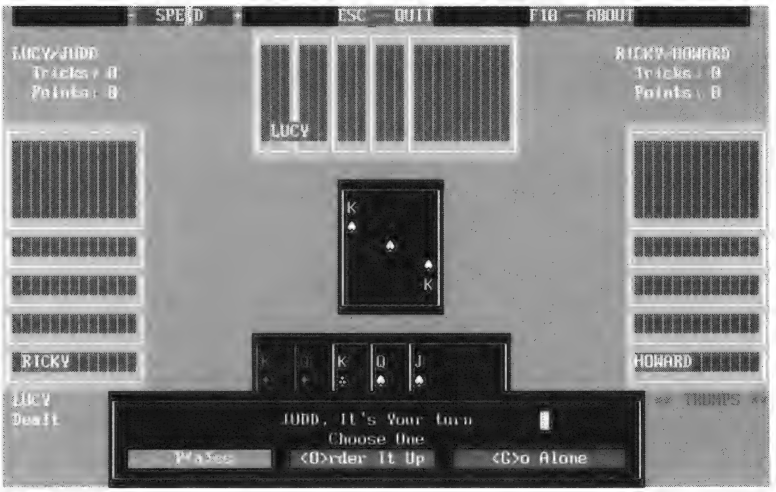
Four-Handed Euchre

If you like card games, try this old-fashioned version of euchre. It's different from bridge, and seems to be a little easier to pick up, but you'll get the same kind of satisfaction from it.

playing the game

To play Four-Handed Euchre Version 3.5, change to the AMAZINGD directory, type **EUC35**, and press ↵. Four-Handed Euchre has been tested and seems to perform well with as little as 100 KB of RAM. It requires no graphics card: All screen objects are created with ASCII characters. You can play Four-Handed Euchre using either the keyboard or a mouse. The software detects the mouse automatically.

■ This card game should suit you fine!



Four-Handed Euchre offers various command line switches that let you customize the program. The available switches are explained below:

/NOSOUND	Turns sound effects off.
/NOSORT	Turns card sorting off.
/NOSKIP	Causes all five tricks to be played, even when not necessary.

To use any or all of these command switches, just add them to your startup line at the DOS prompt. For example, to play the game with no sound effects, type

EUC35 /NOSOUND

Once you initiate the program, you'll see a full-screen interface consisting of three sections: hotkeys, dialog boxes, and card selection. Hotkeys are displayed at the top of the game screen. You can select them with their corresponding keystrokes or by moving the rectangular mouse pointer into the hotkey's on-screen "button" and

pressing the left mouse button. All hotkeys are available at all times during program execution.

The Quit option immediately terminates to the operating system, without confirming whether you're sure you want to quit. Be certain that you really do want to quit before making this selection. Before exiting to DOS, the game saves the current game speed and your name to disk. These become the default settings the next time the program is run.

The About hotkey displays information about the program. After you've read this information, press **C** to continue your game.

The Game Speed control is located at the upper-left corner of the screen. You can change game speed by pressing the plus (+) key or the minus (–) key. Plus (+) increases the game speed (makes things happen faster), while the minus (–) key decreases the game speed (makes things happen slower). Another way to control speed is to move the mouse pointer into the purple or red box containing the plus (+) or minus (–) characters and click the left mouse button. A black box indicates the current speed selection.

The Boss hotkey is a special hotkey that is not displayed on the screen. It blanks the screen and displays a fake DOS prompt:

```
C:\>_
```

When you press the Boss key again, game play resumes where it left off. Naturally, this key can be invaluable when you're playing Four-Handed Euchre at work!

To use the Boss key, simply hold down the Alt key and press the spacebar. When it's safe to resume play, repeat the Alt-spacebar combination. Pressing the left and right mouse buttons simultaneously also activates Boss mode. The Esc key immediately exits to DOS from Boss mode.

Dialog boxes are your main method of input. They consist of one or two lines of text and one, two, three, or four "buttons." The dialog boxes are always displayed over the bottom part of your

cards. When the dialog box is displayed, the first button will be colored light blue or green. If more than one button is available, the others will be purple or red. You can highlight different choices by pressing the Tab key or the ← and → keys until the desired button is light blue or green. Then press the ↵ key or the spacebar. Alternatively, you can make the selection by pressing the key enclosed in brackets (< >). To select with the mouse, simply move the mouse pointer into the desired button and press, then release, the left mouse button.

Dialog boxes are also used for card selection, except that in this case there are no buttons. Instead, a ↓ symbol appears above the first card. You can move this arrow using the Tab key or the ← and → keys until it points at the desired card. Then press the ↵ key or the spacebar. You can also select cards by moving the mouse pointer over any exposed area of the card and then clicking the left mouse button.

getting started

The first step in playing Four-Handed Euchre is to enter your first name. The name of the player who last played the game will be displayed initially. If you want to use that name, simply press ↵. Otherwise, type your name and the previous name will be erased. (There's no need to backspace over the previous name.) The program accepts only alphabetic characters; spaces, function keys, numbers, and other non-alphabetic characters will be ignored. You can enter anywhere from one to ten letters. The names of the computer players will be picked at random from a list of about 50 names. The computer player names will never be the same as the name you enter.

Your computer-controlled partner is the first to deal. The deal then moves to the left on each successive hand. The act of dealing the cards is performed by the computer, even when it's your turn to

deal. The dealer distributes the cards in a clockwise direction starting with the player on his or her left. In keeping with the rules of the game, each player receives three cards, then two cards.

After each player has all five cards, the dealer turns one card up in the middle of the screen. Your cards are face up at the bottom of the screen, and your partner's cards are at the top of the screen. Your opponents' cards are on the left and right sides of the screen.

The game is played according to the rules of euchre (described below). The computer-generated players will *not* renege (play an invalid card), and you are not permitted to renege either. If you try to renege, a dialog box will pop up, saying "You must follow suit." Press the ↵ key or spacebar, or click the Continue button with the mouse, to resume play.

When the game is over, a dialog box will appear stating that the game is over. It will ask if you would like another game. If you answer No, the program will exit to DOS. If you answer Yes, a new game will begin with the same players.

The computer players "talk" to you through a pop-up dialog box that appears over their cards. How long this box remains visible depends on the game speed you selected. The game score (tricks taken and points scored) is displayed at the upper-left and upper-right portions of the game screen. The name of the player who dealt and the name of the player who led are displayed at the bottom-left of the game screen. The trump suit and the name of the player who made that suit trump are displayed at the bottom-right of the game screen.

the rules of euchre

Euchre is a card game that's usually played by four people with a pack of cards consisting of nines through aces. The cards are ranked downward with the jack of the trump suit (called the *right bower*) as the highest card. The jack of the same color as the trump

suit (called the *left bower*) is the second highest card and is also considered a trump card. The remaining cards are ranked from the ace down.

The cards are dealt to each player, three on the first round and two on the second. After the last card is dealt, the dealer places the next card face up to indicate the trump suit. Cards in the designated trump suit will be valued higher when played later than cards in other suits, even if those other cards seem to be of higher rank.

Starting with the player to the left of the dealer, each player in turn has the option of accepting or passing the trump suit. If the player accepting the trump suit is not the dealer, that player orders the card up (that is, accepts the contract and this suit). If the player accepting is the dealer, he or she picks the card up and places it in his or her hand. Regardless of who makes trump, the dealer must place the card that is turned up into his or her hand and discard one card in exchange for it.

If all the players pass the trump, it is turned down. Then each player in turn may "make the suit"—that is, call another suit trump—or pass again. If all the players pass the second time, the hand is abandoned and the deal moves to the left.

A player making trump may go alone without the aid of his or her partner. The partner gives the player the best card he or she has available, and the player discards one card in exchange for it. As soon as a player makes trump, the player to the left of the dealer leads. Each player must play a card. If the player has cards of the same suit as the card that led, that suit must be played. Remember that the jack of the same *color* as trump (left bower) is played as if it had the same *suit* as trump.

Failure to follow suit is called *reneging* and is not allowed. If the player doesn't have cards of the same suit as the card that led, any card may be played, including a trump. Tricks are taken by the highest card of the suit led or by the highest trump (i.e., the special

suit "ordered up" at the beginning of the game). Cards that are not trump or the same suit as that led can never take a trick. The player who took the trick then becomes the lead. Play continues until all cards have been played.

The game is played to 10 points. The team that first reaches 10 points wins. The object of each individual hand is for the team making trump to take tricks which score them points. Taking five tricks would score them 2 points, unless the player went alone, in which case it would score 4 points. Taking three or four tricks scores only 1 point. Failure to take at least three tricks is referred to as being *euchred* and scores the opponent team 2 points.

Playing to Win

- Don't accept the trump suit unless you have at least three high cards in that suit.
- Go it alone if your hand contains four top cards in a possible trump suit—especially if you have one top card in another suit.
- When playing the second card in a round, be sure to go higher than the first player's card, but don't use the top card from that suit if you have more than one top card in your hand.
- Do not lead a card in a round if your hand contains split honors. For example, do not lead a suit if your hand contains the ace and queen of that suit.

behind the game

Four-Handed Euchre is a copyrighted shareware program from David Feltz. If you like the program and intend to keep using it, please send $10.00 in U.S. funds to

David Feltz
5385 S. Mt. Zion Rd.
Connersville, IN 47331

You may send suggestions and comments to this address as well. Your support, provided through suggestions, comments, and registration payment, will help to ensure the future availability of user-supported software (shareware).

Please feel free to give unmodified copies of Four-Handed Euchre (the EUC35.EXE file and EUCHRE.DOC) to friends, relatives, and coworkers. They may enjoy the opportunity to try it out!

Game 10

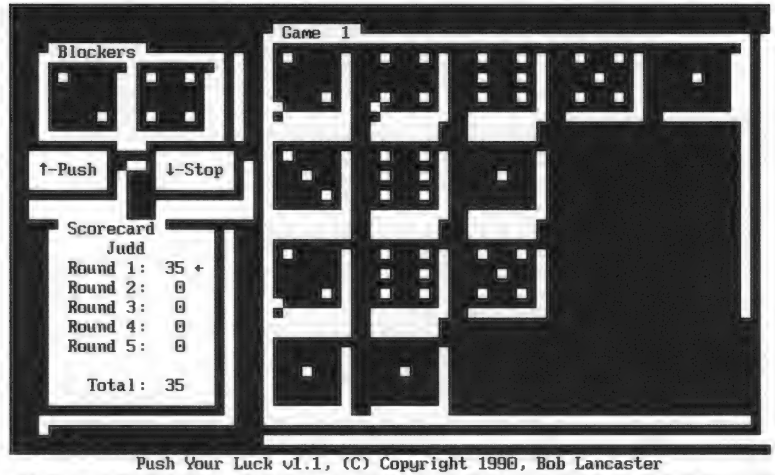
Push Your Luck

Do you feel lucky? Do you usually try to push your luck? Roll the dice in this game to see just how lucky you really are. You can play against your friends, against the computer, or both.

playing the game

Push Your Luck is a fast, straightforward dice game in which players try to use a little strategy and a lot of luck to run up the highest score. It is based on an old dice game with the lovely name of "Drop Dead." Push Your Luck includes a few new twists which add to the fun.

■ How long will the odds be in your favor?



To run Push Your Luck, change to the AMAZINGD directory, type **MLPUSH**, and press ↵. Press Esc if you want to terminate the game. During play, the game offers up all the prompting you'll need.

Although Push Your Luck looks best when played on a color monitor, it works just fine on a monochrome monitor. If you are using a monochrome or composite monitor with a color graphics card, you might want to run the game in Black and White mode, which is discussed below. If you have a Microsoft-compatible mouse, you can use it to click on screen choices and control the play of the game.

In Push Your Luck, you start each round by rolling two "blocker" dice. These are displayed in a window in the upper-left corner of the screen. You then begin rolling five dice. Any dice that match either of the blocker dice are discarded, and the rest are added to your score for that round, at face value. If you have any dice left, you are asked whether you want to stop rolling or "push your luck" by rolling again.

Why is it pushing your luck? Because if you lose all of your dice, you lose all the points you accumulated during that round! This

makes it crucial for you to decide just how far you should push your luck. You will want to take the following factors into account:

- How many dice are left?
- Are the blockers a pair (giving you in effect only one blocker to worry about)?
- What is your score compared to your opponent's score?
- What round is it?
- How lucky do you feel?

After each new roll of the dice, the dice you rolled that do *not* match either of the blockers are added to your score for the round. If you stop before losing all your dice, you get to keep the score you have run up during the round. If, however, you lose all the dice, all the points you earned during that round will be unceremoniously taken away! Any scores from prior rounds are still yours. Whew! At the end of five rounds, the player with the highest score wins.

At this point, you should be able to play the game and get a feel for it. The rest of this chapter clarifies points and explains some of the features you might not understand the first few times you play the game.

The legend (the last line on the screen) always contains a list of keys that are valid at any point in the game. Usually it includes a one-word description of the function of each key. You can select most of these keys by moving the mouse pointer to it and clicking the left mouse button.

Higher up on the screen, there are boxes containing messages such as "Press return for next player." You can click one of these boxes to continue, rather than choosing the command at the bottom of the screen or using the keyboard command the message tells you to enter. So, experiment with the mouse and with the keyboard, and see what works best for you.

Push Your Luck offers a number of options that let you enhance the game or tailor it to suit your taste. These commands are explained below.

A (All Scores command) Displays a scorecard of all players, letting you compare how everyone is doing in relation to one another. The highest score(s) are emphasized with a flashing arrow.

B (Boss Key command) Displays a phony DOS screen (type **OK** to return to the game).

Esc (Exit command) Ends Push Your Luck before the game is over.

F (Fast Mode toggle) Lets you play the game without some of the "animation" (such as the rolling dice). The default value for this is No, which shows all animation.

I (Program Info) Displays information about the program and the author.

N (Next Prompt toggle) Allows you to get rid of the "Press return for so-and-so's turn" message, which some folks find annoying. The default for this is Yes, which allows the message to show.

P (Pips mode) Allows you to select between dice with pips (dots) on them and dice with numerals on them. This value defaults to Yes, showing the pips.

R (Round Prompt toggle) Allows you to get rid of the "Round" message. This value defaults to Yes.

S (Sound Mode toggle) Allows you to turn on and off the sounds produced by the game. This value defaults to Yes, which turns on the sounds.

T (Top Ten Scores command) Displays the ten highest scores achieved on your machine. This information is stored in the file MLPUSH.SCR. You can clear the top ten scores by displaying them and then pressing Alt-C.

W (Win/Loss Statistics command) Displays the statistics for all games played in the current session (that is, since player names were entered). These are always shown at the end of each game, but this command allows you to display them during play.

In the list above, several of the options are referred to as *toggles*. This simply means that they can be in either a Yes or No state. You can determine the status of these toggles by looking at the legend that appears at the bottom of your screen. If the toggle description begins with a capital letter, the toggle is in a Yes state. For example, if a legend reads "Sound fast," then the sound toggle is set to Yes, and the fast toggle is set to No. Each toggle has a *default*, which is the state (Yes or No) in which the option starts out when Push Your Luck begins.

If you find yourself changing one or more of the toggles each time you play, you might want to set them on the DOS command line. You can flip any toggle to the opposite of its default (for example, Fast mode = Yes) by typing the toggle's letter after the program name (MLPUSH) when you start up the game. For example, if you wanted to set Round Prompt to No and Fast mode to Yes (the opposites of their defaults), you could start the game by typing

```
MLPUSH R F
```

Be sure to include the appropriate spaces between the game name and the toggle letters. If you put this statement into a DOS batch file or menu processor, you won't have to set these toggles each time you start the game.

Below are some additional toggle switches that you can control only from the command line:

B (Black and White mode) If you are running a composite monitor on a color graphics card, and the colors in Push Your Luck are hard to discern, you can type **MLPUSH B** at the DOS prompt to make the game run in

Black and White mode. This value defaults to Yes if a monochrome adapter is detected; otherwise it defaults to No.

M (Mouse) If you have a mouse driver installed, but you don't want to use the mouse during Push Your Luck, type **MLPUSH M** at the DOS prompt to make the program ignore the mouse. If you run the program without this parameter, you will still be able to use the keyboard. Using this parameter simply prevents the mouse cursor from being displayed. If the mouse driver is not installed, this parameter has no effect. This value defaults to Yes if a mouse driver is detected; otherwise it defaults to No.

T (Top Ten Scores) This is different from the T command available during game play. It specifies whether a Top Ten Scores file should be saved. This is useful if you are running the game from a write-protected disk. The default value is Yes.

behind the game

Push Your Luck is made available by MicroLink Personal Computer Users' Group. Bob Lancaster is responsible for this test of your luck, stamina, and understanding of probability theory. He has also written a number of other fun games, including

MicroLink Yaht	Based on a popular dice game.
MicroLink Shut the Box	Also included in *Amazing DOS Games.*
MicroLink Otra	A memory game in the spirit of Simon.
MicroLink Loyd	A sliding tile-rearrangement puzzle, in competitive game form.

Playing to Win

- Always "push your luck" and roll the dice again as long as you have three or more dice to roll.
- Never "push your luck" with only one die remaining.
- I always "push my luck" with two dice remaining. Do you feel lucky? It's a good bet, but not great, especially if you've already accumulated a large number of points that you stand to lose.
- If the blockers have the same number on them, you have much better odds of scoring very high. Always push your luck, even with only two dice left.

The author would appreciate any comments, complaints, or wish lists of features you'd like to see! And, if you have any favorite old games you'd like to see programmed, he's always looking for new game ideas to pique his interest.

Naturally, if you like the game enough and can afford to send a $5 donation, Mr. Lancaster won't argue. He says that his wife will then understand his long nights at the PC a little better!

The author's address is

Bob Lancaster
P.O. Box 5612
Hacienda Heights, CA 91745

You can also reach him by modem 24 hours a day, 365 days a year:

MicroLink PCUG BBS (AKA So. Cal Builder's Board)
(818) 961-7903
300/1200/2400/9600

CompuServe: 71141,3016

Please include the version number of Push Your Luck in your correspondence.

Those interested in finding out more about MicroLink can contact the bulletin board listed above, or write to the address below:

MicroLink PCUG Headquarters
15865-B E. Gale Ave. Box 1003
Hacienda Heights, CA 91745

Tell them Push Your Luck sent you!

Game 11

Pirada 1

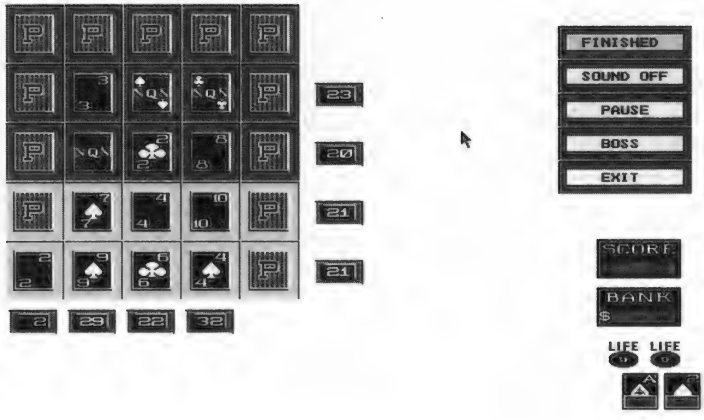
Deal your own hands and try to line up your cards for scores of 21. But do it fast! You must get one or more scores of 21 before time runs out or you reveal a hidden bomb (with a 10-second fuse).

playing the game

To play this challenging game, change to the AMAZINGD directory, type **PIRADA1**, and press ↵. After the initial shareware screen appears, press any key to display the main menu options:

(P)lay PIRADA I
(G)ame Instructions

■ Can you track ten blackjack hands at once?



(M)essage to you
(E)xit

Press **M** to display author contact and registration information. When you type **P** to begin playing, you'll see a screen like the one in the figure above. The object of the game is to uncover cards, trying to score no more than 21 in either a horizontal or vertical direction. You need at least one score of 21 per screen.

Click on the Finished box whenever you wish to accept the current screen (all revealed column and row scores). Press the Boss button if you are playing Pirada at work and your boss approaches. You can use the other buttons on the right-hand side of the screen to turn off the sound, to pause the game, and to exit Pirada 1.

You receive $1 for each score of 21 that you uncover. For $21, you can buy a new life by selecting balloons when they appear on the playing board. You receive a bonus life after every thirteenth screen.

Sometimes, instead of uncovering a playing card, you will uncover a grenade beneath one of the card boxes. If this happens, you better hustle to find a 21 score on the playing board. Be sure to choose the Finished button before the number inside the grenade reaches zero (this takes about 10 seconds). If you don't, you will lose a life.

A tank will appear and shoot one of the glowing life icons in the lower-right corner of the screen.

Playing to Win

- Try not to lose your lives; it's much more fun to score one or more 21's in each playing screen.
- Pick cards in any one row to start, and keep picking there until you either score 21 or go over 21.
- Once a row or column reveals exactly 21, do not pick any more cards in that row or column. Go on to other rows or columns that do not have the green trim that designates a successful score of 21. Be careful not to select cards from rows or columns with 21 when you're trying to uncover 21 in crossing lines.
- Once a bomb has been revealed, you have only 10 seconds to turn over other cards to score additional 21's. You'll have to hurry if you haven't scored any 21's yet. If you already have a 21, play it safe. Be sure to click on Finished before your 10 seconds are up; otherwise, you'll lose any 21's that you've scored in this round (and you'll lose a life).

behind the game

Val and Mary Jane Patterson are responsible for creating this enjoyable game. Val Patterson is the author of other Pirada games, too. You should get in touch with him to take a look at what else he has to offer. Naturally, this software is copyrighted shareware, and

the Pattersons would appreciate a registration contribution. However, they don't request or require any particular amount.

You can reach Val Patterson by mail, by fax, or by BBS:

Val Patterson
E.T.S. Inc.
PIRADA games
1115 E. Brigadoon Ct.
Salt Lake City, UT 84117-4969

Fax: (801) 265-8921
BBS: (801) 265-0919 (v32bis 14400 baud)
BBS: (801) 265-2496 (2400 baud)

Game 12

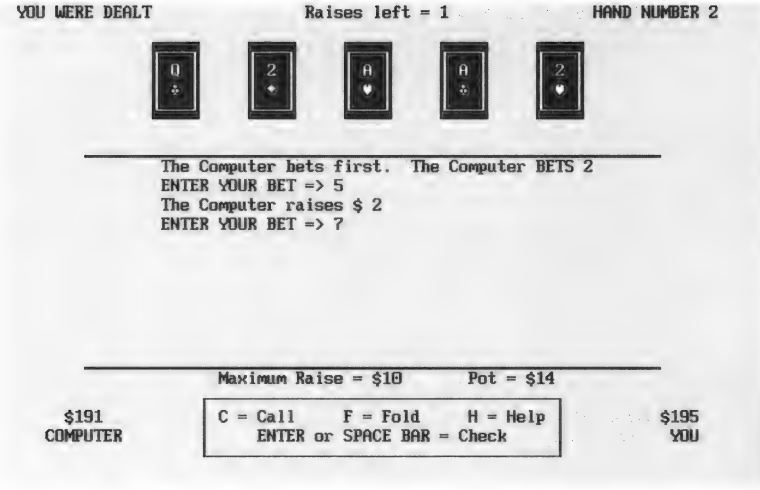
Draw Poker

This game plays an honest game of five-card draw poker. If you're in and you're ready to challenge the computer, then ante up and get down.

playing the game

Draw Poker plays five-card draw poker head-to-head. It provides a real contest for the serious poker player and helps less experienced players sharpen their skills. But be careful—the author of this game reports that many players find it to be habit-forming!

■ Place your bets, ladies and gentlemen!



Draw Poker will run under DOS 2.0 through 6.0. It requires less than 512 KB and is compatible with both color and monochrome monitors. A graphics card is not needed.

To play the game, change to the AMAZINGD directory, type **POKER**, and press ↵. If you have a color monitor but do not want color, start the program by typing

POKER /BW

The first few screens explain the mechanics of the game. To quit the game and return to DOS, just type **Q** after any hand.

Draw Poker allows you to play dozens of hands in a few minutes. You can acquire a lifetime of poker experience in just 2 hours. Despite the limitations of head-to-head poker, you can still acquire a good sense of draw poker odds.

The program attempts to play winning poker consistently. It has a sophisticated style of playing and betting that's designed to win more money than it loses. The program doesn't get tired or lazy, and it doesn't call bets just because it's curious. Can you play winning poker against a tough, disciplined opponent?

This game assumes that you know how to play poker. If you need help, there are several introductory screens with explanations of the program's operations. Two help screens are available at the touch of a button during non-tournament play. Now, occasional players no longer need to struggle with scoring questions, such as whether a flush beats a straight (it does!).

This version of the game contains a special feature that allows you to play a 100-hand tournament against the computer, with the highest scores preserved in a high-score table. The tournament puts heavy pressure on each player to conserve resources and to make the most effective use of the cards dealt. During the tournament, the computer adjusts its play constantly to confuse and confound. You have to pay attention and remember the order of hands and the number of cards that the computer drew.

The tournament has a wide variety of minor features, cute comments, and interesting options. You will have to play in tournament mode to discover them. To find them all, you may have to play quite a few hands. Fortunately, you have unlimited funds in the tournament. After all, how much can you lose in 100 hands? (More than you might think!) In tournament mode, antes are $4 and the largest bet/raise is $40. In regular play, the minimum ante is $1 and the largest bet is $10.

The computer plays tighter poker when in tournament mode. This means that there is more folding and more bluffing. The program is trying to win—not to entertain you. If you find this too boring or too difficult, then go back to the regular mode. In regular mode, the betting is looser, and you may find it easier to cope.

The high-score table is written to a file called POKER.HGH, which is created in the AMAZINGD directory. If you want to empty this file, just use DOS's ERASE command. The program will create a new high-score file when necessary.

Before you try a tournament, play some hands in the regular mode. This will help you become familiar with the program's keys and procedures. Once you are comfortable with the game, you may find that tournament mode offers more of a contest.

The statistics shown at the end of a tournament are a bit more extensive than those that appear at the end of a regular game. One of the most interesting numbers is the number of big showdowns. A big showdown is a pot that exceeds $50. Comparing the amount of money each player won in big showdowns sometimes explains the final result. But sometimes, careful play in small hands can overcome the loss of larger pots.

As you play, you will occasionally be offered the chance to increase the stakes and the ante. The maximum bet (or raise) starts at $10, and it can be doubled twice until it reaches $40. This is high enough for a game in which each player starts with $200. Contrary to normal poker practice, the minimum bet remains at $1 even when the stakes are raised. In most games, the ante is equal to the minimum bet. In tournaments, the stakes are fixed at the maximum allowable.

Poker plays a totally honest game. The computer does not play its cards by accessing information about what you have in your hand. Nor does the computer know which cards are in the deck waiting to be drawn. The computer does keep track of all public information about your activities, however (that is, it "remembers" which cards you've discarded).

Playing to Win

- Draw Poker includes one minor feature that can help you out a bit. After cards are drawn, the program will remind you how many cards the computer drew by displaying one period (.) for each card the computer drew. After the draw, the periods appear at the top of the display, following the words "After the Draw." On the showdown screen, the periods appear at the top of the display, after the word "pot." This feature is disabled during tournaments.

- Be aware that the computer has different patterns of betting. Some of its betting is random, and it won't always bet the same way with the same hand. The program observes your play and modifies its behavior in response to your betting habits and methods. Tournament betting is highly variable and changes constantly as the deals progress.
- The program is also able to bluff in several ways. Sometimes it will make large bets with bad hands and no bets with good hands. Every move the computer makes has at least two possible interpretations.
- A run of very good or very bad hands is just a coincidence. The randomness of the program has been tested in simulations involving over half a million hands. The results mirror those expected in normal poker playing. If you are losing, just keep playing and your luck may improve. If all else fails, try playing better poker!
- In head-to-head poker, a high percentage of hands will be folded by one player or the other. This is normal. Conservative players fold when they don't think they can win. Of course, there will be occasional spectacular showdowns when both players have good hands. But the odds are that you are likely to win only half of these hands.
- Finally, remember that just because you have a great hand doesn't mean that you are going to win a big pot. If you make a large bet, a player with a mediocre hand (or worse) will fold. Learn how best to manage both good and bad hands to maximize your return. The key to winning poker is discipline. Play your cards and learn how to exploit small advantages. Over time, the luck will even out.

behind the game

Draw Poker is freeware from Robert Gellman. Because it's freeware, the author doesn't expect you to send money for it, but he still owns the copyright for the software. You are licensed to use the program and to give copies to others. You may upload the program together with its documentation on computer bulletin boards anywhere. Both the program and its documentation are copyrighted by Robert Gellman. No one is authorized to make changes to either. Also, no one is authorized to sell the program except as specifically provided in the disk documentation that accompanies it.

The author welcomes comments about the program, its mechanics, or poker strategy in general. He will consider any suggestions for changes or improvements. If you find a bug or make a suggestion that the author adopts, he will send you a copy of the new version.

You can reach Robert Gellman at the address below:

Gellman Software
431 Fifth Street, S.E.
Washington, DC 20003

Gellman Software has also released these other games:

Poker Solitaire (freeware)

Calculation Solitaire (freeware)

La Belle Lucie Solitaire (public domain)

Six Letter Word Game (freeware)

The last two programs were coauthored by other programmers. In addition, Gellman Software has published two shareware programs that help you track financial information: Stock Portfolio Record Manager, which stores, manipulates, and prints records needed to manage a portfolio of stocks, and Home Basis Record Manager, which helps you keep track of the basis (or cost) of your home.

You can order copies of all these programs from Gellman Software. Send a self-addressed, stamped mailer and disk to the address above, and state which programs you want. Please indicate whether you know how to handle ZIP archives. If you want all the programs, send one 1.2-MB disk, or two 360-KB disks if you can unZIP archived files, or three 360-KB disks if you cannot use ZIP archives. There is no charge if you supply the disk, the mailer, and the postage.

game 13

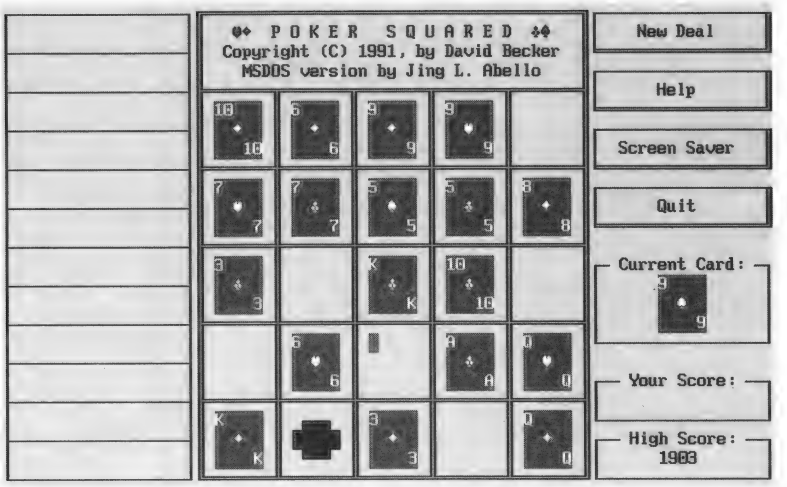
Poker Squared

Are you really good at poker? This game will put you to the test. Lay out 50 cards in 12 different patterns for the highest-scoring set of hands.

playing the game

Poker Squared requires that you use MS-DOS 3.X through 6.0. In addition, the program file must be on a writeable disk, and it must not have the Read Only file attribute set. Poker Squared uses your computer monitor's text mode, so it should run properly on both color and monochrome systems.

■ Approach this game with a full deck!



To play the game, change to the AMAZINGD directory, type **POKERSQR**, and press ↵. After a moment of self-initialization, the main screen (shown above) appears. You can end the game at any time by typing the letter **Q**, or by clicking on the Quit box at the right of the screen. The program includes a built-in screen saver that activates automatically after 3 minutes or whenever you choose the Screen Saver button. Although the text graphics used by the screen saver are pretty rudimentary, they do the job.

Poker Squared is a solitaire version of the card game poker. Twenty-five cards are dealt one at a time into a space on the right side of the screen. You must decide where to place each card on a grid of 25 squares. The object is to create the best 12 poker hands: five across, five down, and two diagonally. After the last card fills the grid, the computer calculates the score for each of your 12 hands.

Poker Squared scores your hands based on the following point chart:

hand	**points**
Royal Flush	899
Straight Flush	790–798

Four of a Kind	677–689
Full House	307–475
Flush	294–306
Straight	285–293
Three of a Kind	271–283
Two Pair	99–267
One Pair	86–98
High Card	71–83

The exact number of points scored depends on the cards in the hand (for example, 3 aces would score higher than 3 twos). The highest game score is stored in the Poker Squared program file (POKERSQ.EXE), and it's displayed in the bottom-right corner of the screen.

To play Poker Squared with your keyboard, use the ↑, ↓, ←, and → keys to position the cursor (a big yellow cross) over the square you wish to place the card in. Press the ↵ key or the spacebar to set it in the square. The cursor will move to the next available square when a card is set. You cannot position the cursor over a square that already has a card in it.

To choose one of the game buttons (for example, the New Deal button), press the key corresponding to the first letter of the button name (for example, press the **N** key to choose New Deal).

If you have a Microsoft-compatible mouse connected to your machine, you can use it to play Poker Squared. Simply position the mouse cursor in the square you wish to place the card in and press any mouse button to set the card in the square. You can use the mouse in the same way to choose any of the available game buttons.

Playing to Win

- Try to make each card count in more than one direction. For example, when you're trying to create a flush or straight in one row or column, don't miss the opportunity to match cards in the other direction to get two or three of a kind.
- Reserve separate rows (or columns) for just one suit, in the hopes of obtaining a flush.
- Be alert to extra points by keeping your eye on the two diagonals. If possible, place your cards to score extra in these two additional hands (beyond the ten vertical and horizontal hands).
- When placing a card in a row strategically (for instance, when making a flush), let the crossing opportunities guide you as to which column to place the card in (for instance, to create a straight or full house or three of a kind in the crossing direction).

behind the game

Poker Squared is a copyrighted MS-DOS version of a game of the same name written by David Becker for the Atari ST. Jing Abello so enjoyed the Atari program that he wrote this one to run under DOS. When Jing Abello sent a copy of his creation to Mr. Becker, he received Mr. Becker's stamp of approval. I like this game a lot too, so it gets my stamp of approval as well.

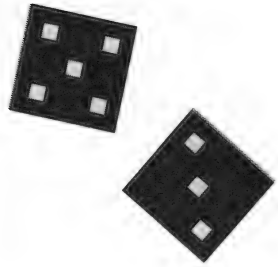
You can reach Mr. Abello by sending e-mail to his CompuServe address:

Jing L. Abello
CIS 70451,1301

Like the original version of Poker Squared, this is a free program that you can use to your heart's content—but naturally at your own risk!

PART

3



games for kids (and kids at heart)

Easy, easy, easy! Fly a plane, guess numbers, and roll dice. Sure, adults might do some of these things faster or more efficiently, but these games can be enjoyed at any level. These games are colorful and visually appealing—for your children and for you.

game 14

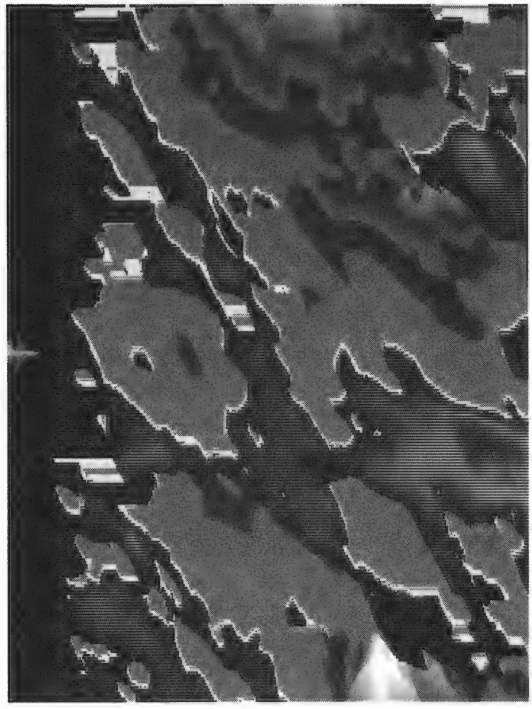
FlyGame

Take this easily maneuverable airplane out for a spin over country landscapes. Avoid the mountains, and enjoy your trip. Hit the mountains, and it's a long walk home!

playing the game

This game is pretty simple, yet colorful. A plane moves across your screen, from left to right. Varying landscapes appear, and you must guide the plane through the landscapes. Your one object is to avoid crashing into mountains. You can press the letter **D** to move the plane down on the screen, or press the letter **U** to move the plane up on the screen.

▫ Now cruising at an altitude of your choice.



Playing to Win

- Be sure to use the U or D keys to move your plane up or down on the landscape. The traditional ↑ and ↓ keys do not work in this game.
- Try to keep your plane over the green grass and valleys. The mountain tops appear gray, like icebergs. And they'll have the same effect on your plane if you hit them!
- When your flying time ends, the plane disappears. Press any key to discover your flying score. If yours is not the highest score ever, you'll be informed. Go ahead and get back in the cockpit for another go at it!

To start the game, change to the AMAZINGD directory, type **FLYGAME**, and press ↵. You can press Esc to quit the game at any time and return to DOS.

behind the game

MoraffWare publishes a whole line of high-resolution computer games. These games support everything from Hercules (720 × 348) to CGA, EGA (640 × 350), VGA (640 × 480), and Super-VGA (800 × 600 and even 1024 × 768), in both 16 and 256 colors!

The authors claim that MoraffWare games are in a class by themselves. I have seen and played several of their other games, and I have to agree. It's a terrific line of colorful, challenging, and exciting games. I think you'll be very pleased with their many offerings for adults as well as children.

You can get in touch with the authors at MoraffWare by calling their toll-free order line at 1-800-842-4263 (1-800-VGA-GAME).

Game 15

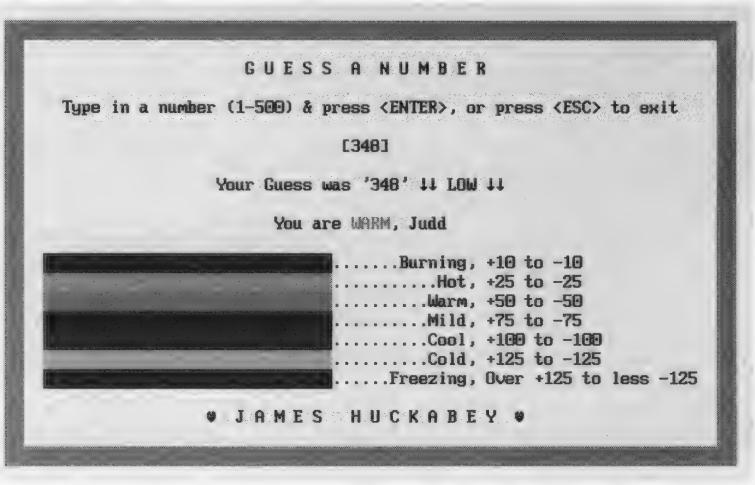
Guess a Number

Guess the hidden number. This program gives you hints about how close you're getting and encourages you with colors and sounds.

playing the game

Patterned after a simple family game to keep the children occupied while riding in a car, Guess asks you or your child to discover the hidden number. To play the game, change to the AMAZINGD directory, type **GUESS**, and press ↵. After a colorful opening screen appears, press ↵ to see the author's name and version number. Press ↵ again, then type your name and press ↵ to begin.

■ You're getting warmer...now colder...


GUESS A NUMBER
Type in a number (1-500) & press <ENTER>, or press <ESC> to exit
[348]
Your Guess was '348' ↓↓ LOW ↓↓
You are WARM, Judd
.....Burning, +10 to -10
.....Hot, +25 to -25
.....Warm, +50 to -50
.....Mild, +75 to -75
.....Cool, +100 to -100
.....Cold, +125 to -125
.....Freezing, Over +125 to less -125
♦ JAMES HUCKABEY ♦

If you do not enter your name, the program will pick a name for you out of five male and five female names. This just adds a little variety to the game. The name you enter can be anything—numbers, letters, or any combination of characters and punctuation marks you like! To edit your name, press the Backspace key. When you're finished, press ↵.

You can reach the main game menu at any time by pressing the Esc key. The main menu includes the following options:

<1> Another Game
<2> Another User
<3> Help/Information
<4> Exit Program

Once the game begins, you type a guess from 1 to 500. The program then informs you, using a combination of colors and sounds, how close you are to the hidden computer-selected number. Use the following table to determine how close your guess is to the right number, and let it guide you in making your next guess.

Burning	Within 10 of the correct number.
Hot	Within 25 of the correct number.
Warm	Within 50 of the correct number.
Mild	Within 75 of the correct number.
Cool	Within 100 of the correct number.
Cold	Within 125 of the correct number.
Freezing	Your guess is not within 125 of the correct number.

For example, suppose the hidden number is 100 and you guess 347. You'll receive a rolling string of sounds and a message telling you that your guess is "freezing." This means that you're not even within 125 of the correct answer. To receive a response of "warm," your guess would have to be within 50 points of the correct answer. In other words, a guess of between 50 and 150 would mean that you were "warm."

On screen, you also see a series of color ranges showing you how close each of your guesses is. Initially, the border is set to green, but it changes with each guess to reflect how close you are (the closer the guess, the redder the border becomes). In addition, you get an indicator of whether the guess was low or high. Monochrome displays use symbols instead of color. And the program plays musical notes that reflect the guess range (the notes rise up or fall down in pitch).

There is no limit to the number of guesses you can make. The count is displayed after you have guessed the number correctly. You will return to the main game menu after a correct guess or if you press Esc from the play screen. To change any entry, just press the Backspace key. Press ↵ when you have completed your entry.

This game is colorful and fun for young children. If you're young at heart, you might challenge yourself to guess the correct number in the fewest possible answers. If you do it correctly, you should

never have to guess more than ten times to get any number between 1 and 500. But if you're a kid who's just having fun with the computer, the sights, and the sounds, who cares how many guesses it takes?

Playing to Win

- If you really want to be scientific about guessing, always split the remaining range in half with your guess. For example, start off by guessing 250. If that's high, guess 125 (half of the numbers below 250). If 250 is low, guess 375 (half of the numbers above 250 and below 500).
- After your first guess, you should have only half of the possible numbers to choose from. Split that half for your next guess. Pay attention to the range clues that the program gives you (burning, warm, cold, etc.), and keep track of the narrowing range.

behind the game

James Huckabey wrote this game, as well as a series of other child-friendly games, for his children. They enjoyed it, and so should you and your children. If you like this program, please send a contribution of $5 to the address below so that Mr. Huckabey can continue developing updates as well as new programs. Please indicate Version 3.12, the source of the program (*Amazing DOS Games*), and your diskette size.

If you use the program on a regular basis, please show your support. Feel free to copy and pass on unaltered copies; however, you may not charge a fee for the program. To receive a list of all James

Huckabey's software, send $1 to the address below. You can also send diskettes (enough to hold 1-MB worth of software), with return postage and $1, to receive a copy of all his current PC software. I would enjoy hearing from you about your likes, dislikes, or suggestions on any of his programs.

James Huckabey
3621-A Fraser St.
Bellingham, WA 98226

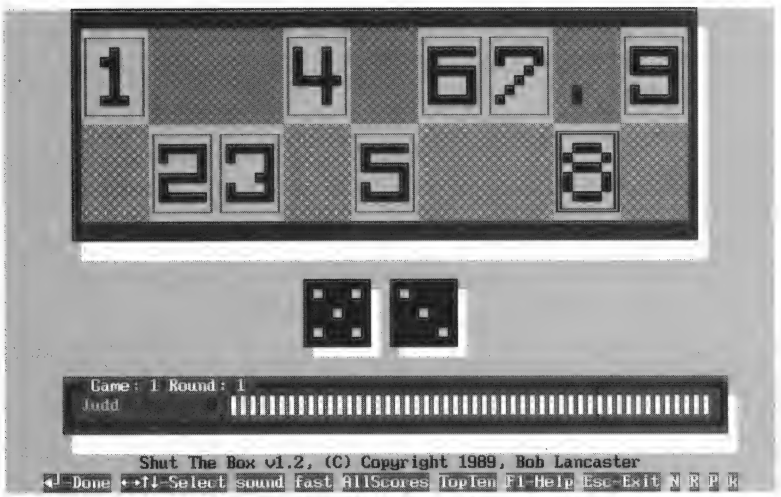
game 16

Shut the Box

Roll the dice and pull down the numbered doors that add up to the dice's total. Match your wits against friends or against the computer to make the best choices.

playing the game

From coins covering numbers scratched into the deck of a fishing boat, to the high-tech glitz of the TV game show *High Rollers*, this game, in its many guises, has been around since the 18th century, when it is thought to have been invented by fishermen in the Channel Islands. Its simplicity (very young children easily understand it), coupled with the fun of trying to "beat the odds" have made it an


Game: 1 Round: 1
Judd
Shut The Box v1.2, (C) Copyright 1989, Bob Lancaster
↵-Done ←→↑↓-Select sound fast AllScores TopTen F1-Help Esc-Exit N R P K

■ Shutting the right doors opens the path to victory.

old favorite, especially in the British Isles, where it remains a popular pub game to this day.

MicroLink Personal Computer Users' Group brings you this entertaining version of Shut the Box. It will run on virtually any IBM PC/AT/XT/PS2 or clone with at least 64 KB of memory. Although the game looks best when played on a color monitor, it works just fine in monochrome. (If you are using a monochrome or composite monitor with a color graphics card, please see the special instructions below.) You can also use a Microsoft-compatible mouse to control game actions. I always find this to be easier and more fun than using the keyboard.

To play the game, just change to the AMAZINGD directory, type **MLSHUT**, and press ↵. In this version of Shut the Box, players take turns trying to get the highest score possible by shutting numbered doors that match the dice they rolled.

At the beginning of play, panels (doors) numbered 1–9 are displayed on the screen, in an "up" position. The first player rolls two dice and closes any combination of doors whose numbers total that of the dice. The player's turn ends when he or she rolls a number

that cannot be matched by any combination of the remaining open doors.

For example, suppose that your first roll is a 6 and a 1, totaling 7. You may shut the door numbered 7, *or* the 6 and 1, *or* the 5 and 2, *or* the 3 and 4, *or* the 1, 2, and 4. Suppose that on this first roll, you decide to shut door number 5 and door number 2. On the next roll, you roll 11. Now, you can shut 8 and 3, *or* 7 and 4. The 9-2 combination is no longer valid since door 2 has already been closed. Likewise, the 6-5 combination is unavailable.

A player's turn ends when all the doors have been shut, or when no door (or combination of doors) that totals the sum of the dice is available. At that point, the numbers on the doors that have been shut are added to the player's score, plus a bonus of 5 points if all the doors were shut. All the doors are then reopened, and the game passes to the next player. After each player has played five turns, the player with the highest score wins.

You can play Shut the Box using either the keyboard or a Microsoft-compatible mouse. The legend (the last line on the screen) always contains a list of keys that are valid at any point in the game, along with a one-word description of their functions. When selecting the doors to shut, you can use either of two keyboard methods:

- Use the ← and → cursor keys to point to a door, and use the ↑ and ↓ cursor keys to open or shut it.
- Use the numeric keys to select the number of the door to open or shut.

Most of the keys listed on the bottom line of the screen can also be entered by pointing to the command with the mouse and clicking the left button of the mouse. Boxes higher up on the screen with messages such as "Press return for next player" allow you to continue by clicking the box itself, rather than the command at the bottom of the screen. When you're selecting doors to open or shut

after rolling the dice, clicking an open door will close it, and clicking a closed door will open it (provided that the door was closed after the last roll of the dice).

At the end of each player's turn, the points from that turn (the numbers on the shut doors) are added to the display of the player's score in the box near the bottom of the screen. This "scorecard" contains the player's name, score, and a bar graph of the score. The graph shows you how well you are doing against a perfect score. A perfect round gives a player 50 points:

(1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 + 5 bonus points = 50)

With five rounds to a game, 250 points would be a perfect game. There are 50 black bars on the scorecard, and a solid green bar covers the black ones for every 5 points of your score.

A number of commands and toggles are available to enhance play, or to allow you to tailor the game to suit yourself. Alphabetically, these options are as follows:

A (All Scores command) Displays a scorecard of all players, comparing how everyone is doing in relation to everyone else. The highest score(s) are emphasized with a flashing arrow. The two sets of lines jutting into the box from above and below show the range of scores currently in the Top Ten scores file. The score is "graphed," as in the single-player scorecard.

B (Boss Key command) Displays a phony DOS screen. To return to Shut the Box, type OK at the phony DOS prompt.

Esc (Exit command) Ends Shut the Box before the game is over.

R (Roll Prompt toggle) Allows you to get rid of the "Press return to roll" message. This toggle defaults to a value of Yes, allowing the message to appear.

N (Next Prompt toggle) Allows you to get rid of the "Press return for so-and-so's turn" message. This toggle defaults to a value of Yes, which allows the message to appear.

D (Demo toggle) Puts Shut the Box into Demo mode, in which the computer plays for all players. This toggle defaults to a value of No.

F (Fast mode) Lets you play Shut the Box without all the "animation" (such as the rolling dice). This toggle defaults to a value of No, showing all animation.

P (Pips mode) Allows you to select dice with pips (dots) on them or dice with numerals on them. This toggle defaults to a value of Yes, showing dice with pips.

T (Top Ten scores command) Displays the ten highest scores achieved on your machine. (This information is stored in the file MLSHUT.SCR. To clear the scores, delete the file.)

K (Show "Can't use this roll!" message) Notifies players when they roll a combination of dice that they cannot use. This toggle defaults to a value of No.

Several of the options listed above are *toggles*. This means that they can be in a Yes state or a No state. You can determine the status of these toggles by looking at the legend that appears at the bottom of the screen. If the toggle description begins with a capital letter, the toggle is in a Yes state. For example, if a legend reads "Sound fast," the sound toggle is set to Yes, and the fast toggle is set to No.

Each toggle value has a "default," which is the state in which it starts out when Shut the Box begins. If you find yourself changing one or more of the toggles each time you play, you might want to set them on the DOS command line instead. You can flip any toggle to the opposite of its default by typing the toggle's letter after the program name when you start up the game. So, if you wanted to set Roll Prompt to No, and Pips mode to No (the opposites of their

defaults), you could type the following command at the DOS prompt:

```
MLSHUT R P
```

Be careful to leave a space between MLSHUT and the toggle values (R and P in this example).

You can set the following toggle values from the command line:

B (Black and White mode) If you are running a composite monitor on a color graphics card, and the colors in Shut the Box are hard to discern, type **MLSHUT B** at the DOS prompt to make the game run in Black and White mode. This toggle defaults to a value of Yes if a monochrome adapter is detected; otherwise, it defaults to No.

T (Top Ten Scores) This is different from the **T** command available during game play. It specifies whether a Top Ten Scores file should be saved, and it's useful if you're running the game from a write-protected disk. This toggle defaults to a value of Yes.

behind the game

Bob Lancaster is responsible for this light-hearted game. He has also written a number of other fun games, including...

MicroLink Poker	Traditional five-card draw poker.
MicroLink Yaht	Based on the popular dice game.
MicroLink Otra	A memory game in the spirit of Simon.
MicroLink Loyd	A sliding tile-arrangement puzzle, in competitive game form.

Playing to Win

- If your dice add up to a high number, such as 9, choose that number first, rather than two smaller box numbers that you could match, such as 6 and 3.
- You increase your playing options by shutting the high-numbered doors first. For example, if you use a roll of 5 and 3 to shut the 8 door, then you can use succeeding rolls that involve the 5 to shut the 5 door and one other door.
- If you've set the game up for a very young child, press **P** to select Number mode for the dice rather than Pips mode. It's easier to read a large digit on the side of the die rather than having to count the dots to determine what number was rolled.

Mr. Lancaster would appreciate any comments, complaints, or wish lists of features you'd like to see. And, if you have any favorite old games you'd like to see programmed, he's always looking for another game to pique his interest.

If you like the game enough, a small ($5) donation will be appreciated. You can contact the author at the following address:

Bob Lancaster
P.O. Box 5612
Hacienda Heights, CA 91745

Or, you can reach him by modem, 24 hours a day, 365 days a year:

MicroLink PCUG BBS (AKA So. Cal Builder's Board)
(818) 961-7903
300/1200/2400/9600

CompuServe: 71141,3016

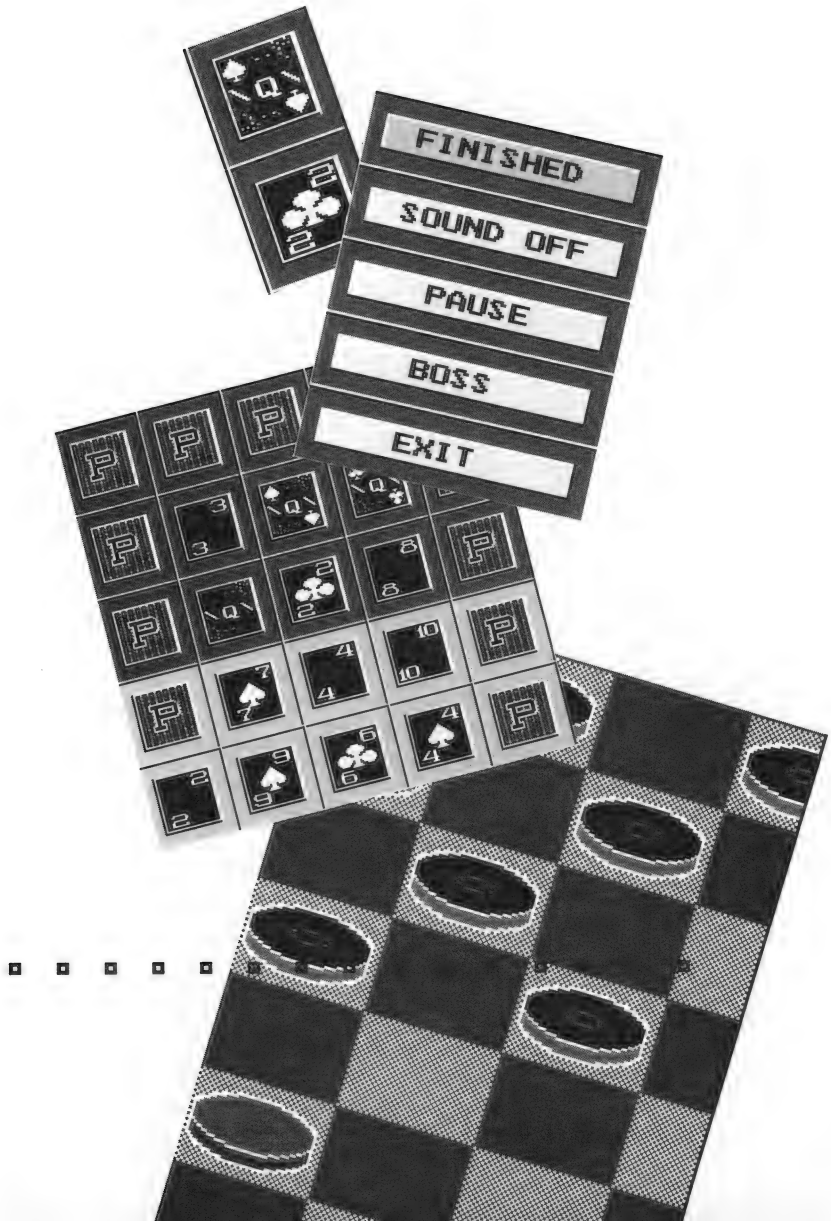
Please include the version number of Shut the Box in your correspondence.

If you're interested in finding out more about MicroLink, you can contact the bulletin board listed above or write to this address:

MicroLink PCUG Headquarters
15865-B E. Gale Ave. Box 1003
Hacienda Heights, CA 91745

Tell them Shut the Box sent you!

PART



sports games

Athletes take heed! Play the horses, if you're the armchair sort. Dive into volleyball, if you like to work up a sweat. These games are guaranteed to entertain you *without* tiring you out.

Game 17

Race the Nags

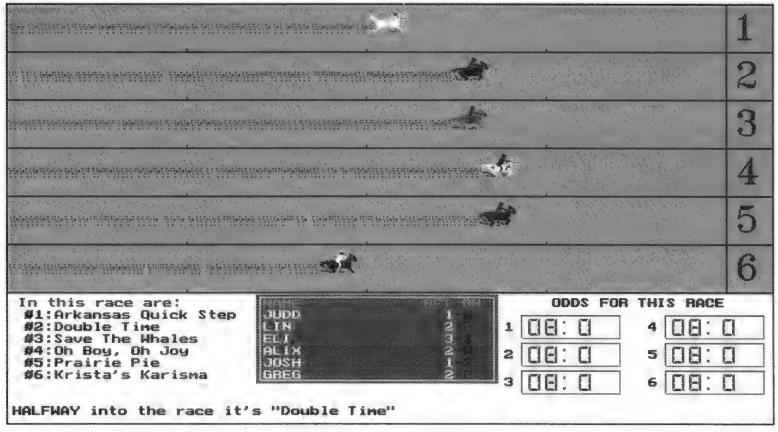
Play the ponies from the comfort of your computer chair. Grab up to five of your friends and place your bets.

playing the game

Race the Nags is a horse racing game that can be played by up to six players. To begin the game, change to the AMAZINGD directory, type **NAGS**, and press ↵.

Each race has six horses (chosen from a "stable" of over 200). The players select the horses they want to bet on and specify how much they want to bet on that race. You can bet on a horse to win, place, or show (*win* means first, *place* means second, and *show* means

■ And they're off!



third). If the horse you pick finishes in the position you bet on, you win the amount of your bet multiplied by the odds for your horse.

Unlike the "real thing," Race the Nags has an unlimited bettors pool. In other words, the amount you can win has no relationship to how much (in total) has been bet. This game preys upon the gambler within us, but fortunately it's played with computer money instead of real money. That way, when you go home with your pockets empty, you have no explaining to do and no guilt!

Race the Nags has two modes of play: Manual and Automatic. Manual mode allows you to select which horse you want to bet on and specify how much you want to bet. Automatic mode randomly selects the horse for you, bets a predetermined amount on each race, and runs each race for you. Automatic play continues until one of the following conditions is met:

- You're broke (you can't bet the $2 minimum).
- A specified number of races has been run.
- You stop the racing by pressing any key.

In Manual mode, you can bet any amount you wish, as long as it's at least $2.00 and not more than the amount you have remaining.

This shareware version of Race the Nags additionally enforces a $1000 limit on the amount that may be bet for each race, and each player starts the game with $50 in "seed money." In the registered version, there is no bet limit (you'll be able to win big bucks really fast!), and each player starts with $500. Otherwise, the shareware and the registered versions are identical. In both versions, the minimum bet is $2.00. If you have less than that, you are considered to be broke.

Once you've got the title screen on your display, press any key to begin. When the title clears, a green box will pop onto your screen. This is where the players enter their names. Once a name has been entered, it cannot be changed. All characters you type will be converted to uppercase. After you type in a name, press ↵ to move the cursor to the next name line. If there are no more names to enter, just press ↵ again. The player name window and the remainder of the title screen will disappear, and the track will be drawn.

After the track is drawn, the Betting Box will appear. The Betting Box contains four columns, labeled Player, Betting, Horse, and W-P-S. The names of all the players will appear in the leftmost column of the box, and the cursor will be positioned in the Betting column for the first player. Enter the amount the player wants to bet, the horse he or she wants to bet on (more than one player can bet on a particular horse), and W, P, or S, to indicate whether the bet is to win, place, or show. Once these choices have been entered (by pressing the ↵ key), they cannot be changed.

If a horse is picked to win, that horse must finish first in order for the player to win any money. If a horse is picked to place, the horse must finish second or first for the player to win money. If a horse is picked to show, the horse must finish first, second, or third for the player to win money. The pay-back amount varies depending on whether the player bet to win, place, or show.

After all the players have placed their bets, the Betting Box clears and the race begins. The horses gallop across the screen from left to right. It's common for the lead to change several times during a race. It's also possible for a jockey (or more than one!) to fall

off the horse, thus eliminating him (or her) from the race. Naturally, the first horse to reach the finish line is the winner, but races can be *very* close!

When the race is over, a Race Results box will appear, listing all the players and how they fared in the race. If you're playing the game in Manual mode, press any key after you've finished viewing the results. If you're in Auto mode, the box will clear after a few seconds.

Once the Results Box has cleared, the Betting Box will appear again. If you are playing Manual mode, you must enter the bets for all players (except those who are broke). If you are running the game in Automatic mode, bets will be placed automatically. Once the Betting Box clears, the next race will begin.

Race the Nags contains over 200 horses that are randomly selected for each race. Because they're selected at random, it's possible for a horse to run in two or more successive races. Statistics for each horse are kept in a statistics file, which is updated after each race. This file maintains the race records for each horse: races entered, races won, and winning percentage. The registered version of Race the Nags comes with a utility program that allows you to view these statistics. The statistics are not necessarily helpful in picking your horse, but they are interesting.

Race the Nags has seven special command keys that you should be aware of. They are the Boss mode key, the Hall of Fame key, the Sound key, the Save Game key, the Millionaires Club key, the Help key, and the See Statistics key. These are their functions:

Boss mode We all know what this is! At any time during the game, you can suspend play immediately by pressing Alt-Z (hold down the Alt key while pressing the Z key). The screen will clear to black, and a dummy directory listing will appear. Press any key to get rid of this dummy listing and continue the game at the point where you left off.

View Hall of Fame Race the Nags maintains a list of the ten highest scores, along with the name of the player and the date. This list is normally displayed when you quit the game, but you can view it any time during play by pressing ALT-V (hold down the Alt key while pressing the V key). When the Hall of Fame is displayed, you can press **P** to print it, or press any other key to clear it. The Hall of Fame is only updated when you quit the game. This means that even if you have more money than the top score, your name will not appear in the Hall of Fame until you "go home from the racetrack" by quitting the game.

Sound On-Off Press the F10 key at any time to turn the sound on if it's off, or off if it's on.

Save Game You can save a game at any point during play by pressing the F8 key. The current status of the game will be saved in a file called NAGS.SAV. This file will occupy about 40 KB of disk space, so be sure you've got at least that much room available on your disk. If you have a saved game, the next time you run Race the Nags, it will ask you if you want to restore the saved game, erase the saved game, or preserve it for playing another time.

Millionaires Club Press ALT-M any time during game play to display the names of players who have earned membership in the Millionaires Club. Race the Nags maintains a file called MILLION.TXT. At the end of each game, all players are checked to see if they have $1,000,000 or more in winnings. If a player has accumulated $1,000,000 or more in winnings, he or she is made a member of the Race the Nags Millionaires Club. A newly "elected" member will earn a Special Discount Coupon worth $5.00 off the Race the Nags registration fee, or $5.00 towards an order for any other program offered by Olsen Outdoors.

Help You can press the F1 key at any time during play to view the list of "Race the Nags" commands. These commands cannot be executed while the list is displayed. The display is only to help you remember what the various keys do. While the Help window is visible, you can press **P** to print a list of these commands.

See Statistics Pressing ALT-S (by holding down the Alt key while pressing the S key) while the betting window is displayed will show you the current statistics for the six horses in the race that's about to be run. Pressing ALT-S while the Player Name window is displayed will not display any statistics, because the horses for the next race have not yet been chosen. Pressing ALT-S at any other time will show you the statistics for the horses currently running, or for the race just completed.

startup options

Race the Nags has four startup options that you can specify when you type the command line that starts the game. You can type these options in any order, but you *must* separate them with a space.

Race the Nags defaults to Manual mode, but you can tell it to run in *Automatic Play* mode by adding a **-A** on the command line when you start the game, like this:

```
Nags -A
```

There must be a space before the - sign, and the A can be upper- or lowercase. In this mode, Race the Nags will continue to run races until all players are broke or until you press a key. If you press a key while in Auto mode, the winnings and seed money will be reset to their original amounts before control is returned to manual operation. Each bet amount will be 10% of the player's remaining

amount, subject to the minimum wager of $2.00, and limited to $1000.00 in unregistered shareware versions of the game.

If you select Automatic Play, as described above, Race the Nags will bet 10% of the amount you have remaining on each race, rounded to the nearest whole dollar. You can tell Race the Nags that you want to bet the same amount on each race, if you wish, by running *Automatic Play with Fixed Bet Amounts*, like this:

```
Nags -A -B50
```

The number –B50 in this example tells the program to bet $50 on each race that's run in Automatic mode. You can substitute any amount you want (unless you're playing a shareware version of the game in which the bet limit is $1000). When started like this, Nags will continue to bet $50 on each race until you are broke, or until you press a key to stop Auto mode. Be sure to enter spaces between the commands as shown above. When you stop Auto mode (by pressing any key), your winnings will be erased, and the game will start again with the original amount of seed money.

A third startup option, *Automatic Play for a Specified Number of Races*, lets you tell the program to run a particular number of races, then return control of the betting to Manual mode. Here's an example:

```
Nags -A -B50 -R11
```

In this example, Race the Nags will start in Automatic mode, bet $50 on each race, then return control to you after the 11th race is completed. Naturally, you can use any number—not just 11. When started like this, the game will continue to run races automatically until you're broke, 11 races have been completed, or you stop it by pressing any key.

If you enter 0 for a betting amount in the example above, the program will default to betting 10% of your remaining amount. If you press a key while in Auto mode, the game will restart after the current race is completed and your winnings and seed money will be reset. If you allow Race the Nags to complete the specified number

of races, control will be returned to you, but winnings will not be reset.

Race the Nags plays a tune at the beginning of the game and produces various other sounds as the race progresses. If you don't want sound, you can turn it off by specifying No Sound (–NS) as one of the startup options:

```
Nags -A -NS
```

This command starts the game in Auto mode without any sound effects. It will continue without sound for as long as you continue playing, or until you press the F10 key. (The F10 key toggles the sound on and off.)

Playing to Win

- Before you place your bets on a race, the odds for that race will appear in the Odds Display in the lower-right portion of your screen. Use these odds to help determine the chances of a horse winning, as well as the amount you'll win if your horse comes in first (win), second (place), or third (show).
- You can win the most money by betting on a horse to win! A win will pay back the amount of the bet multiplied by the odds for the winning horse. For example, if a horse has 2:1 odds, you place a $10 bet on that horse to win, and that horse *does* win, you will get your $10 bet back, plus an additional $10. If the horse does not win, you will lose your $10 bet.

- You can hedge your bet by betting on a horse to come in second. If you bet on a horse to place, you will win money if that horse finishes first *or* second. The amount you win is determined by the amount of your bet multiplied by the odds for the horse, but you will receive somewhere between 20% and 25% of the win amount, less your original bet. A horse that places with a $20 bet and 10:1 odds, would pay like this:

  $20 (bet) × 10 (odds) = $200
  $200 – $20 (original bet) = $180
  $180 × 20% to 25% (place percent) = $36 to $45 (pay- back range)

- Are you a conservative gambler? Bet on your horse to come in somewhere in the top three positions of a race. If you bet on a horse to show, you win money if the horse finishes *anywhere* in the top three for the race. The pay-back percentage for a show bet is between 10% and 15% of the win amount, less your original bet. Using the same amounts as in the example above, the pay-back would be between $18 and $27 for a show bet.

- Do you want to win more money per race, but win fewer races? Or would you rather win less money, but more often? Obviously, it's easier to win money with a show bet, but the payback is significantly less than for a win, and somewhat lower than for a place.

- Although a horse with 2:1 odds has a better chance of winning than does a horse with 10:1 odds, it is by no means a sure bet. In other words, a horse with 20:1 odds can still win, even if all the other horses have lower odds—but it's a long shot. In all cases, the horse must finish in the position you bet on *or higher* in order for you to receive a pay-back. Otherwise, you lose your bet.

behind the game

This version of Race the Nags is copyrighted shareware from Dick Olsen. To register, just fill out the registration form included on the companion disk (REGISTER.TXT), and send it together with a registration fee of $17.00 (cash, check, or money order in U.S. funds) to the address below:

Richard Olsen
Olsen Outdoors
68 Hartwell Ave.
Littleton, MA 01460

CompuServe: 70031,534

Registered users will receive the latest version of Race the Nags free of charge. This registered version has no limits on the amount you can bet, and you start off with $500 instead of $50. In addition, the registered version contains a nifty utility program that displays statistics on all of the horses (races entered, races won, and winning percentage).

game 18

Arcade Volleyball

You have to use your head as well as nimble fingers to win this game. It's volleyball as you've never played it before. A treat for soccer players as well as volleyball players!

playing the game

This lively volleyball game begins with the screen shown above. To begin playing, change to the AMAZINGD directory, type **AV**, and press ↵.

Before selecting Play, you should define the controls for each of the two players. Press the ↓ key to highlight **PL1 Keyboard** and press ↵. Successive presses of the ↵ key will change the Keyboard

■ Game, set, match!

entry to Joystick, Mouse, and Computer. Select one of the first three of these options to specify whether you want to play using your keyboard, a joystick, or a mouse. If you want the computer to play for Player 1, select Computer. The second player should follow the same steps for the PL2 entry.

If you're going to play with a joystick or mouse, and the computer is going to play for one of the players, you are now ready to start the game. Just highlight Play and press ↵. The game begins, and the first player to reach 15 points is the winner. If you're using a mouse, you can move your player to the left or right by moving the mouse left or right. Make your player jump to hit the volleyball by pressing the left mouse button after you position your player under the falling ball.

If you're going to use the keyboard for one or both players, you must first highlight the Define Keys selection and press ↵. You can then choose which keys are to control left and right motion, as well as jumping. I know—it looks like soccer because the jumps are more of a soccer "header" than a volleyball "hander." Oh, well.

Personally, I think the computer is too good at playing this game. So get yourself a partner and go for it. It's really fun to bop that electronic ball back and forth over the net.

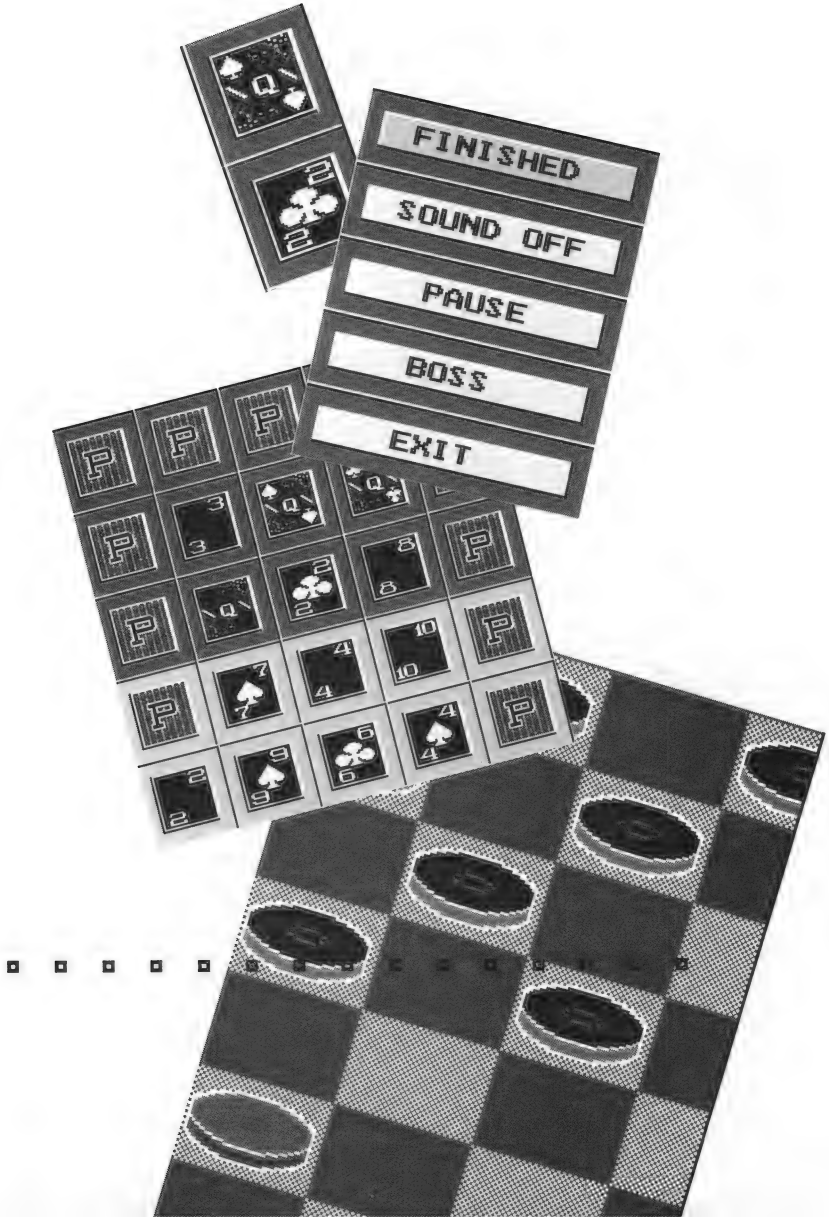
Playing to Win

- Don't jump directly under the volleyball. This sends the ball straight up. Hit the ball just off center to create an angled hit that sends it back across the net.
- To get really good for competing against your friends, let the computer be your opponent while you practice your game. The computer's too good for me, but it'll sharpen your skills because it always seems to return the ball.
- It's most important to move your player under the ball first. Worry about this before you worry about jumping. If you get the player under the ball, any kind of jump will keep the ball in play. You may have to hit the ball a second time to get it over, but that's better than losing the play outright because of a miss.

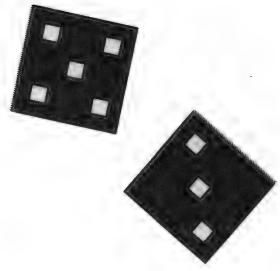
behind the game

This public-domain game can be found floating around the electronic bulletin boards with no authorship information at all. If anyone deserves credit for the game, just get in touch with me!

PART



5



strategy games

Not for Mensa members only! But definitely most intriguing if you want to work your brain. Eye-catching screen displays accompany familiar board games in this entertaining assortment. And you'll be challenged by some striking new mind games as well.

game 19

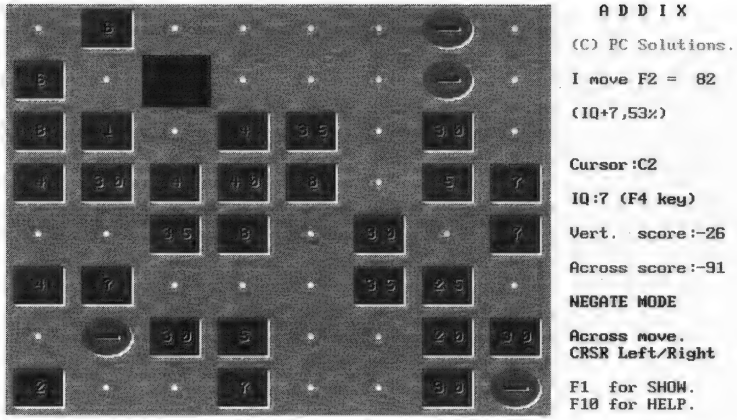
Addix

In this simple strategy game, players take turns capturing numbers from a grid. But there's a catch. You can remove numbers only from the horizontal row that your opponent (the computer) last used, and the computer can take numbers only from the vertical column you just used. If you like mental challenges, take this one!

playing the game

To begin playing this game, change to the AMAZINGD directory, type **ADDIX20**, and press ↵. First, you'll be asked what type of graphics you want the program to use on your monitor. Type **C**, **E**, or **V** to request CGA, EGA, or VGA graphics. The program will then display two successive screens that list many other groups of games

■ Be alert on this two-way street!



offered by the authors. Finally, the opening game screen appears with instructions. Press the spacebar to begin your intellectual jousting with the computer.

Addix is one of those neat strategy games with deceptively simple rules. You and the computer take turns capturing numbers from a grid. You may choose numbers only from the horizontal row of the last move, while the computer can choose numbers only from the vertical column of the last move. The numbers captured are added to the scores, and when one side runs out of moves, the game is over and the highest score wins.

Play tends to center around attempts to capture the biggest numbers. Select a number using the arrow keys, and press ↵ to make your move. You'll have to be on your toes to win this game. The computer is a worthy opponent.

The board is symmetrical along the A1–H8 diagonal. This ensures that the Horizontal and Vertical players have the same choices. If you want, you can make the computer go first by pressing F2—that will make you the Vertical player.

During the game, you may be forced to capture a negative sign (a "Negator") rather than a numeral. If you capture a Negator, numbers that you capture subsequently will be *deducted* from your

score. To get out of Negate mode, you need to capture another Negator.

Once a winner is determined, you must press the spacebar to continue. At that point, you can press the spacebar again to start a new game, or press Esc to exit to DOS. Pressing Esc during play returns you to the opening instruction and startup screen.

The computer employs the same think-ahead method used for chess and other two-player strategy games. The amount of thinking it does is controlled by its IQ level: An IQ of 9 means that the computer is thinking ahead up to nine possible moves!

The following commands are available while playing Addix:

Esc	Aborts back to the game menu.
F1	Shows legal moves.
F2	Makes the computer take your turn.
F3	Auto-Play; press the spacebar to return to manual mode.
F4	Changes IQ level (i.e., the computer's "think-ahead" level).

In addition, before you begin actual play, you can disable Negators by pressing F1, and you can select from 16 different board layouts by pressing F2 one or more times.

The score displayed next to the computer move is its evaluation of the current position—positive is good for the Vertical player, negative is good for the Horizontal player. When the score exceeds ±20,000, a forced win is on for one of the players. If the score is over +20,000, then Vertical wins; if it's below −20,000, Horizontal wins.

Playing to Win

- The best way to grapple with the computer is to select one of the initially available board layouts (F2 on the menu screen), and try out different approaches with that layout until you win. This is also the best way to learn the logic of the game. You'll get comfortable with a fixed layout, and you can press F2 at each move to see what the best move is for a particular configuration of vertical and horizontal.
- The simplest, but not always the best, move is to grab the largest number available. However, you should avoid taking a number if your opponent will then gain access to a significantly larger number.
- Do not take a minus sign, thereby switching your scoring into Negate mode, if at all possible. Sometimes, though, you may do this temporarily to avoid giving the computer access to a very large number.
- If you have fewer points, do not take a number that leaves the computer without a move. By game rules, you'll lose!

behind the game

Addix is a copyrighted shareware game from PC Solutions. It is only one of an incredibly varied set of games that they have developed. Please support quality shareware and register this copy. The full registered version of Addix has IQ levels above 9, and much more.

PC Solutions is one of the best shareware game companies around. It's well worth the effort to get in touch with them to discover the

many other games that they offer. You can contact them at the following address:

PC Solutions
Dept. AX
P.O. Box 954
Bournemouth BH7 6YJ
England

game 20

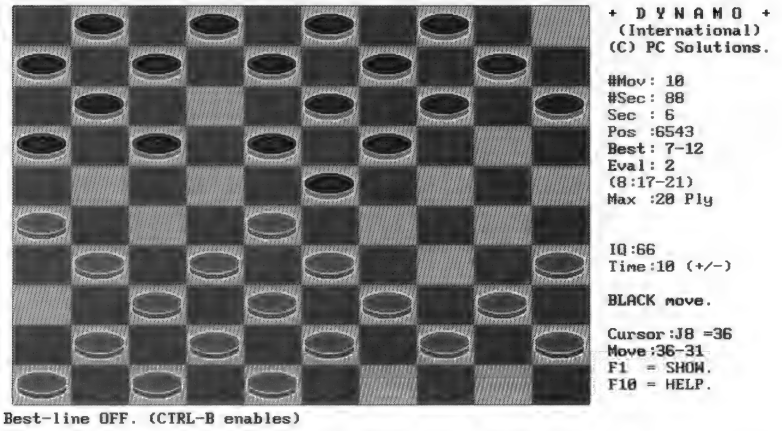
Dynamo

Play this old favorite in the traditional way, or see how the professionals solve challenging checkerboard layouts.

playing the game

Welcome to Dynamo from PC Solutions in England! This game plays the European version of checkers, commonly called *draughts*. To begin playing, change to the AMAZINGD directory, type **DYNA59SH**, and press ↵. After you specify the type of monitor you have, the main menu and startup screen will appear. Just press the spacebar to begin the game in its default 10 × 10 board configuration.

■ Victory is only a hop, skip, and jump away!



The aim of this program is to introduce the Continental version of draughts. Draughts has always suffered in comparison with chess, and this is a great shame. Both the English 8 × 8 and the Continental 10 × 10 are very subtle and complex games. Indeed, the 10 × 10 game arguably offers more permutations than chess. The authors encourage you to give this shareware version of Dynamo to your friends. It is limited to 10 seconds maximum move time, but you will need to be a good player to beat it!

European Draughts is traditionally played on the black squares of a 10 × 10 board. As the opening instruction screen suggests, you can resize the Dynamo board, but for clarity I'll discuss the 10 × 10 European game. The squares are numbered from 1 (top left) to 50 (bottom right), with black pieces on squares 1–20 and white on squares 31–50. The pieces can move diagonally forward one step onto empty squares, or they can jump over and capture an adjacent opponent's piece in any direction, if there's a clear space immediately behind it. Pieces can leap backwards in this version of the game, too.

One very important rule: If you *can* jump, you *must*! If, after jumping, the same piece can make further leaps, it must do so. Furthermore, if you have an option of more than one series of jumps, you must take the option that captures the most pieces.

When a piece reaches the top row of the board, it becomes a king. In European Draughts, kings can sweep any distance along a diagonal, rather like bishops in chess. Furthermore, they can leap an opponent, land on any space beyond, and then make further leaps—in a different direction if necessary! You are still forced to make moves that jump the maximum number of opponents.

One final rule: A piece is not crowned until the end of a multijump sequence. In other words, a piece can leap into, and then backwards out of, the king row without being crowned. It is only crowned if it finally comes to rest in the king row.

When playing, you move your cursor by using the numbers around the 5 on the numeric keypad, and you press ↵ to select your piece. If that piece can move in more than one direction, you will need to select a direction key (1, 3, 7, 9). (The 7 key moves up and to the left, for example.) King moves may require you to select a destination and then press ↵. If you have a mouse, you can simply click the left button on source and destination squares. You can use the right mouse button to access pull-down menus. To terminate the computer's thinking process, press Esc once, or press Ctrl-F to force the computer to make a decision (and a move) immediately.

The following table summarizes all the special control keys that are available during play:

Esc	Aborts back to the main menu.
–, +	Alters the average response time in seconds (0 for the fastest and least challenging game).
F1	Shows all possible moves.
F2	Forces the computer to make the next move.
F3	Auto-Play (the computer plays both sides of the game); press Esc to end Auto-Play mode.
F5	Toggles two-person play on and off. Disables computer moves.

F6	Inverts the board, so that black is at the bottom.
F7	Switches sound on and off.
F9	Toggles the flashing cursor on and off.
F10	Displays online Help text.
M	Toggles graphics for monochrome VGA.
V	Loads and replays a game from disk.
Ctrl-B	Toggles a display of program move alternatives (shown at the bottom of the screen).
Ctrl-N	Toggles chess notation on and off. This uses a more conventionally understandable row and column identification for each board square. Columns are labeled A–J, from rightmost to leftmost. Rows are numbered 1–10, from top to bottom.
Ctrl-F	Forces the computer to make an immediate move, forgoing any further analysis.
Esc	Aborts the current computer move.

The following additional controls exist only in the registered version of Dynamo:

F4	Changes IQ level (only used if Time is set to zero, using the – key). You can adjust Time to limit the computer's thinking process to a fixed number of seconds. If you don't mind waiting for the computer to make its detailed analysis of board possibilities, set Time to 4 and boost the IQ level. The higher levels make for a more challenging opponent.
U	Undoes a move.

S/L	Saves/Loads a game to disk. Enter a file name when prompted.
O	Outputs all game moves to the screen.
R	Replays the game. Hit the spacebar for the next move, Esc to abort.
C	Change/enter game-comment text. (The registered version allows you to store game notations.)
X	Exchanges side to play.
&	Clears the whole board (Shift-7).
e, k, w, b, W, B	Sets the current square to empty/killed/white/black/white king/black king. To use this command, move the cursor to the square you want to edit, and hit **e/k/w/b/W/B**. When you *kill* a square it becomes non-playable (i.e., for novelty board shapes that force checkers to move around obstacles). NOTE: When you edit the board, you lose stored moves up to that point (that is, the board becomes a new start position). Use this command to try out any board setup, in order to play from a certain configuration to the end.

Dynamo lets you select other checkers games from the title screen, in addition to European Draughts:

- Spanish Draughts is played on an 8 × 8 board, with one unusual feature: The long diagonal runs from bottom-right to top-left; that is, the board is inverted. While this looks unusual, historically this is the original setup. The other difference in Spanish Draughts is that pieces are not allowed to make backward jumps. In all other respects, the game is the same as European (International)

Draughts (i.e., kings sweep diagonally, and you are obliged to take the maximum number of pieces).

- Pool Draughts is played on a normal 8 × 8 board. In this game, you are not obliged to take the route that jumps the maximum number of pieces. However, you are still forced to jump when you can, and kings may not pass up jumps in a multijump sequence. They must take all opportunities until the sequence is over. This rule is easier to see than describe, so try it out!
- Russian Draughts is essentially the same as Pool Draughts, with one difference: A piece is crowned instantly on entering the king row, and it can then go on to make further leaps as a king within the same turn. These are called *flying kings*.

Playing to Win

- Note how powerful the sweeping kings are. The side that gets an early king usually has a decisive advantage.
- One rule that throws beginners is the one that stipulates that you must jump the maximum number of opponents, when given a choice. For example, if you have the opportunity to jump successively over three of the opponent's pieces (by taking one path) or two of the opponent's pieces (by taking another path), you must take the path that jumps the larger number of checkers. This enables the winning side to force some of the endgames. You'll get the idea when you're on the receiving end of the computer's shots!
- If you ever find yourself unable to make a move, don't blame the program—you are probably trying to make an illegal move! You can press F1 to display all possible moves.

- Be alert to the special playing opportunities available in the European version. Kings can sweep over any number of empty spaces, much like bishops in chess. Furthermore, they can then jump a piece and land on any empty square beyond the piece, then continue with an additional jump, if possible. Also, checkers can jump backwards as well as forwards.
- Note that a checker is only crowned in the European version if it lands in the king row. A multijump sequence that lands in the king row, then immediately jumps another checker and lands out of the king row, will not automatically produce a newly crowned king.
- Press F2 to see how the computer would play a particular position. The computer takes one move at a time. Press F3 and watch the computer play both sides of the board. Novice checker players can improve their skills by watching this well-schooled computer game go at it.

behind the game

If you like Dynamo from PC Solutions, the authors would like you to buy the full version on Games Pack 4, which has extra-strength levels above 10 seconds per move, board setup for special positions, Game Replay/Load/Save/Backtrack, and more. It also plays a *much* stronger and faster game. In addition the authors are constantly updating and improving their programs. Remember that shareware like this requires—and deserves—registration.

The registration fee for any of PC Solutions' multiprogram software packages is $15 (U.S.) plus $9 postal/money conversion fees. At the end of each of the games, you'll see a series of screen displays that

list their other game packages with descriptions, registration information, and fees (in multiple currencies). To get in touch with the authors, write to the address below:

PC Solutions
Dept. AX
P.O. Box 954
Bournemouth BH7 6YJ
England

game 21

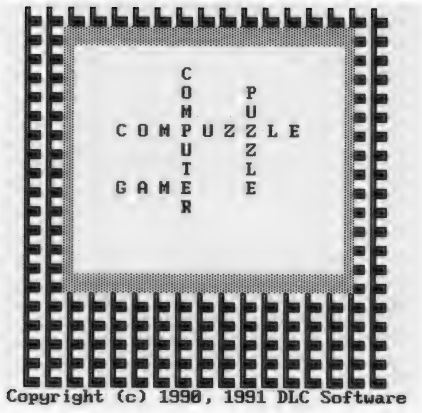
Compuzzle

This game is a delight for crossword puzzle aficionados. Solve the puzzles included with this package, or register to receive completely new puzzles to solve.

playing the game

Compuzzle combines the popular pastime of solving crossword puzzles with the color, graphics, and fun of playing a video game. Challenging, top-quality puzzles, coupled with a unique numberless

■ The daily newspaper isn't your only crossword puzzle source.



design, elevate this 2000-year-old game to a new level of enjoyment. These are some of the special features of Compuzzle:

- Compuzzle offers two puzzle sizes: 15 × 15 and 21 × 21.
- Puzzle words can be verified for accuracy on a letter-by-letter basis or at the level of the entire puzzle.
- You can save puzzles you're working on and restore them at a later time.
- Switching to Across or Down mode allows the Backspace, Home End, Ins, and arrow keys to function horizontally when entering an "across" word and vertically when entering a "down" word.

The game will run on any IBM PC, XT, AT, PS/2 or compatible personal computer, and it supports VGA, EGA, CGA, MDA, and Hercules video cards. If you're using a VGA or EGA video adapter, you can choose from two different Compuzzle fonts.

To begin playing this game, change to the AMAZINGD directory, type **CP**, and press ↵. When the game is started, the main menu appears, following a brief display of the logo screen. You can make

menu selections from the main menu and any of the other Compuzzle menus in the following ways:

- Maneuver the arrow keys until the characters in the desired selection line turn red.
- Type the number which corresponds to the desired menu selection.
- Type the letter that's highlighted in red on the line corresponding to the desired menu selection.

To exit any menu without making a selection, simply press the Esc key.

Each of the main menu choices is explained below:

Choose a Puzzle Displays a second menu consisting of all puzzle titles available for play (A and B only in this version of Compuzzle). Choose a selection from this menu to display the selected puzzle. If you choose a puzzle which you previously saved, the partially completed puzzle will be resumed at the point at which it was saved.

Saved Puzzles Only Displays a menu listing only those puzzles which were previously saved by the current player. The current player is designated by three initials.

Player Initials Enters three initials to be used when saving and restoring unfinished puzzles. (Yes, it must be three initials, even if you have no middle name!)

Instructions Displays a menu of instruction topics, which you can use like a table of contents. Choose a topic to display the relevant instructions.

Order More COMPUZZLEs Displays and (optionally) prints an order form which you can use to order additional volumes of Compuzzle. If you don't have a printer

and would like to place an order, simply copy the information from this screen and follow the instructions provided.

Exit Choose this option to end the game and return to the DOS prompt.

Working a Compuzzle game is much like working a regular paper-based crossword puzzle, except that Compuzzle displays two clues at a time automatically: the across and down clues corresponding to the box of the puzzle where the cursor is positioned. This eliminates the tedious correlation of clue numbers to solution numbers. The clues change automatically as you move the cursor to different locations in the puzzle by pressing the Home, End, PgUp, PgDn, and arrow keys. The across and down boxes that intersect with the cursor are highlighted in different colors, and the clues associated with these highlighted boxes are displayed in corresponding colors at the bottom of the screen.

When in Horizontal (Across) mode, the cursor moves right to the next box (except on the last letter of a word) as you type in characters. In Vertical (Down) mode, the cursor moves down as you enter characters. You can toggle back and forth between the Across and Down modes by pressing the F2 key. The current mode is indicated on the function key display line at the top of the screen. Additionally, the clue associated with the current mode is highlighted in bright white.

To save a puzzle, just press the F3 key. Each puzzle you save is linked to you by the three initials you entered. Therefore, it's important to be consistent with the initials you use. If you have not entered your initials, you will be prompted to do so when you save. When you open a partially completed puzzle later, the puzzle will be resumed automatically at the point at which it was saved. This is done regardless of whether you chose the puzzle from the Choose A Puzzle or Saved Puzzles Only menu selections.

While you are working on a puzzle, functions are described, along with the function key that executes them, on the second line from the top of the screen:

{F1} Invokes the Help menu.

{F2} Toggles between Across and Down modes.

{F3} Saves the current puzzle on the screen for later play.

{F4} Displays a menu of Compuzzle options:

Change Letter Style Toggles an alternative font for puzzle words if you have an EGA or VGA video monitor.

Display All Answers Fills in the entire puzzle with the correct words. If you partially completed the puzzle before choosing this option, Compuzzle will ask you if you want to save the partially completed puzzle prior to displaying the correct answers.

Display Word Displays the current word (the word in which the cursor is located). When you're in Across mode, the current across word is displayed. In Down mode, the current down word is displayed.

Verify Completed Puzzle Verifies a completed puzzle for correctness. Incorrect letters will be highlighted in red. If all the words on the puzzle are correct, Compuzzle will display the congratulatory message "All right, you did it!"

{F5} Toggles the letter verification feature on and off. If you type an incorrect letter while this feature is on, the letter will be displayed in red, and the computer will beep.

{Esc} Returns you to the main menu. If you didn't finish the puzzle, Compuzzle will ask if you would like to save the puzzle prior to returning to the main menu.

{Cursor Keys} The cursor manipulation keys are for the most part intuitive, so just go ahead and use them. The ←, →, ↑, and ↓ keys move the cursor in the direction

specified by the arrow. The cursor will always skip a blank square, and you cannot position the cursor outside the puzzle boundaries. When the cursor reaches a boundary, it wraps around to the opposite side of the puzzle. For example, if the cursor is at the last box on the right side of a puzzle in row 1, pressing the → key will move the cursor to the first box on the left in row 2.

{Insert} Inserts characters where the cursor is located, and shifts existing letters in the current word one position to the right. In Down mode, the existing letters in the word will be shifted down one position. Letters will never shift to a blank puzzle square, nor will they shift outside of the puzzle boundary.

{Del} Deletes a character where the cursor is located, and shifts existing letters in the word one position to the left. In Down mode, the letters are shifted up one position.

{Home} Repositions the cursor in the first box of the current word.

{End} Repositions the cursor in the last box of the current word.

{Page Up} Moves the cursor to the first box of the next word to the right. If the current word is located on the rightmost boundary of the puzzle, the cursor will wrap around to the first word in the next row on the leftmost side of the puzzle.

{Page Down} Moves the cursor to the first box of the previous word to the left. If the current word is located on the rightmost boundary of the puzzle, the cursor will wrap around to the word in the previous row on the leftmost side of the puzzle.

Playing to Win

- Press F5 to get help with a word on a letter-by-letter basis. If you type in the wrong letter, the program will beep. This is sort of a cheat, even though it's only one letter at a time. Use this feature sparingly.
- Press the F2 mode toggle key to make it easier to type in the letters of a word. If you're entering a word vertically, press F2 so that the mode indicator says "Down." If you're entering a word horizontally, press F2 so that the mode indicator says "Across." You can then type in your word, without having to use the arrow keys to move from square to square for each subsequent letter.
- Press F4 and choose 3 to have the program fill in a specific word you can't figure out. The computer will fill in a single word in the horizontal direction if the current mode is Across, or it will fill in the vertical word if the playing mode is Down.
- If you need additional help solving a particular word in the middle of the puzzle, press any of the arrow keys to display clues for the neighboring words.

behind the game

Compuzzle is a copyrighted shareware game from DLC Software. Only two complete puzzles are included in this shareware version, but you can order more puzzles from the authors of the game. You can get Compuzzle Volume 1, which includes 72 puzzles, for $15.97; or you can order Compuzzle Volumes 1 and 2, containing 144 puzzles, for $24.97.

Please specify diskette size when you order either of these entertaining enhancements to your shareware game. Send a check or money order, payable to DLC Software, to the address below:

DLC Software
P.O. Box 450364c
Garland, TX 75045-0364

The prices quoted above include shipping and handling. Please allow 4–6 weeks for delivery. The authors of Compuzzle also welcome your suggestions or comments regarding their game.

Game 22

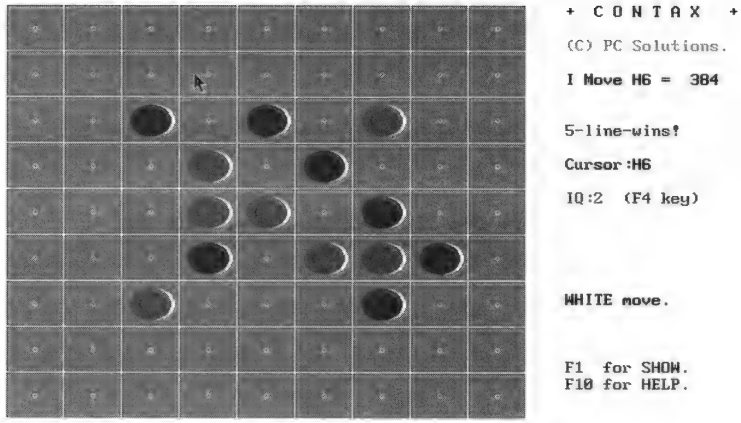
Contax

Contax is a variant of the ever-popular game of Go, in which players alternate moves, attempting to be the first to place five stones in a row. In this unique version, you must move to an empty square that is adjacent to an existing white stone *and* to an existing black stone.

playing the game

Contax adds a new twist to the famous Renju/Gomoku theme. To begin playing it, change to the AMAZINGD directory, type **CONTAX22**, and press ↵. The underlying principle is similar to Gomoku as you may know it. White and black take turns placing pieces on the board, and the first to get a line of five wins. However, in

■ Flip-flop your way to five in a row.



Contax you may move only to empty squares that are next to both white and black pieces. This rule sharpens the tactical aspect of the game considerably—every time you move, you give your opponent new squares to play!

The forcefulness of play is heightened as well. Since you have fewer move options, you can eventually force your opponent (or be forced) into playing weak moves that give you (or your opponent) the desired square. But don't take my word for it—try beating the computer! If you find that you lose all the time, put the computer on a lower IQ (game level) with the F4 command.

When you first start the game, type **C**, **E**, or **V** to select CGA, EGA, or VGA screen mode. From the opening screen, you can select a variety of game options. Press F1 to select from four different grid patterns. Each grid pattern shows the majority of the board squares with some simple symbol in the square, which denotes a square that will be able to accept a black or white stone eventually. Squares that are completely blank should be treated as barriers: No stone can ever be placed in those positions. The default grid (number 0) does not have these impediments. The more advanced grids challenge you to fight your battles and work around these obstacles.

You can also press the + or – keys to increase or decrease the size of the board from the default 9 × 9 grid size. You should increase

the size of the grid as you get better and want more of a challenge. You can provide the ultimate form of challenge by pressing F2 at the opening screen to switch to Reverse mode. In this mode, you play to lose, attempting to force your opponent to be first to have four (not five) in a row. This is just as tough as the regular game, but it's an interesting intellectual alternative.

During play, you can move your cursor around the grid using the numbers surrounding the 5 on the numeric keypad. To place a stone, press ↵. Mouse users can click the left mouse button on a desired position on the board. Nothing will happen if the selected location is illegal. The right mouse button accesses the game menus. To view all legal positions in a particular board configuration, just press F1. Once you've done this, however, you'll have to press the spacebar to continue the game.

Here is a summary of the game options available in Contax:

F1	Shows all possible legal moves.
F2	Makes the computer take your turn.
F3	Auto-Play (the computer takes both turns, playing automatically).
F4	Changes IQ playing level.
F5	Toggles two-person mode, in which the computer is not your opponent.
F9	Toggles the flashing cursor off and on.
Esc	Aborts back to the main menu.

behind the game

Contax is a copyrighted shareware game from PC Solutions. It is only one of an incredibly varied set of games that PC Solutions has developed. Please support quality shareware and register this copy.

Playing to Win

- Note the special rule that permits new moves only to squares that are adjacent (horizontally, vertically, or diagonally) to at least one existing piece of each color. This significantly limits the possible plays and heightens the strategic decisions.
- Be wary of moving along diagonals if the computer is one piece ahead of you. It will reach five in a row first.
- Keep your eye out for opportunities and dangers in crossing patterns. You can't just look in the vertical, horizontal, or diagonal direction. Danger always lurks in a different pattern from the one you're looking at.
- Your best chance to beat the computer comes from misdirection attacks. Try to build two series of three pieces in a row that come from two different directions and meet at the same point. While the computer defends against one possible four in a row, leading to a possible five in a row victory, you can successfully gain a step and make your successful line in the second attacking direction.

You can get in touch with the gang at PC Solutions by writing to the address below:

PC Solutions
Dept. AX
P.O. Box 954
Bournemouth BH7 6YJ
England

Game 23

Fiddle

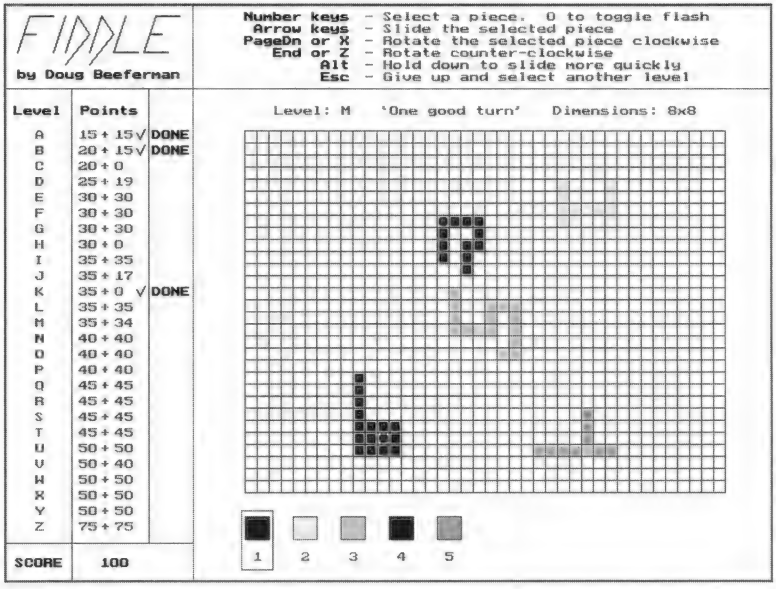
Use your powers of visualization to solve these challenging puzzles. You must move the pieces of various shapes to form a solid box. Different shapes, different configurations, and different designs make this game both enjoyable and mentally taxing.

playing the game

Fiddle is a game of visualization and logic for VGA MS-DOS systems. It requires a VGA 640 × 480 display. An enhanced keyboard is helpful but not required.

You've probably seen the likeness of this game before: perhaps a plastic puzzle with a zillion pieces that you were supposed to

■ This square dance calls for a special kind of fiddle!


FIDDLE
by Doug Beeferman
Number keys - Select a piece. 0 to toggle flash
Arrow keys - Slide the selected piece
PageDn or X - Rotate the selected piece clockwise
End or Z - Rotate counter-clockwise
Alt - Hold down to slide more quickly
Esc - Give up and select another level
Level Points
A 15 + 15√ DONE
B 20 + 15√ DONE
C 20 + 0
D 25 + 19
E 30 + 30
F 30 + 30
G 30 + 30
H 30 + 0
I 35 + 35
J 35 + 17
K 35 + 0 √ DONE
L 35 + 35
M 35 + 34
N 40 + 40
O 40 + 40
P 40 + 40
Q 45 + 45
R 45 + 45
S 45 + 45
T 45 + 45
U 50 + 50
V 50 + 40
W 50 + 50
X 50 + 50
Y 50 + 50
Z 75 + 75
SCORE 100
Level: M 'One good turn' Dimensions: 8x8
1 2 3 4 5

arrange into a square. Soon after you picked it up you probably became miserably frustrated. Don't let bad memories scare you from Fiddle, though. Although this game has a goal in common with its Toys "R" Us counterpart, its method of play makes it entirely new.

To begin playing, you should change to the AMAZINGD directory, type **FIDDLE**, and press ↵. If you are running a version of DOS 4.0 or higher, you can start the game by typing **FID** instead of **FIDDLE**. The "typematic" speed will be changed to make keyboard repeats a bit faster. The game will then load.

Type in your first name at the login prompt. Your entry will serve as a file name under which your work-in-progress will be saved. At the left of the screen is the *levels bar*. Fiddle is comprised of 26 levels, lettered A–Z. You must complete all of these levels in order to win the game. After you complete a level, a check mark and the word "Done" will appear next to that level in the levels bar. Your score, printed at the bottom left of the screen, starts at zero and

increases after each level you complete by the number of points shown in the appropriate row of the levels bar.

The selection screen is the game's "lobby." From here you can choose any of the uncompleted levels to work on. Newcomers should start with level A; do this by simply typing **A**. During the course of this orientation level, bonus points will *not* be deducted every 12 seconds as they will be for subsequent levels.

Each level contains a collection of pieces which you must slide and rotate to make a square. Level A has three pieces. The other levels will include as many as nine. There is important information printed above and below the game grid. Above is the letter of the level you're working on, the name of the level, and its dimensions. Below is the legend to which you will refer in order to select pieces you want to manipulate.

Level A, "Orientation," is a 6 × 6 grid. This means that the completed square will have six rows of six unit squares on the game grid. All of the pieces provided with each level go into completing the square exactly: There are never any extra pieces or unit squares.

You select pieces to move using the number keys, as shown in the legend. The red piece is always number 1, the blue piece is number 2, the green piece is number 3, and so on. The selected piece flashes, and its corresponding legend entry is boxed. (If the flashing distracts you, press **0** to toggle it off.)

You can do two operations on a selected piece: *translation* (sliding) and *rotation.* These are radically different operations. Look closely at any piece and you will see that one of its unit squares is in fact a circle with an X through it. This unit square is the piece's *Center of Rotation.*

Sliding a piece moves every unit square in a piece. Rotating a piece moves every square except the Center of Rotation. Rotating a piece clockwise moves every unit square in a piece 90 degrees clockwise with respect to the Center of Rotation. Rotating

counterclockwise moves every unit square counterclockwise with respect to the Center of Rotation.

To slide the selected piece up, down, left, or right, press the corresponding arrow keys. To rotate the piece clockwise, press the PgDn key or press **X**. To rotate the piece counterclockwise, press the End key or **Z**. If you're using an extended keyboard, you'll find that things will go smoothly if you use your right hand to access the arrow keys, PgDn, and End, and your left hand to make selections using the row of number keys. Extended keyboards let you slide the pieces faster (three movements at a time) by holding down the Alt key while pressing the arrow keys. These key commands are summarized at the top of the screen for easy reference.

You can rotate or slide a piece only if there is available room for the destination piece. If you attempt an illegal move, the border will flash. Thus a piece cannot slide through walls or other pieces, and it cannot be rotated if its new image would take up a square that is already occupied. It is very important to realize that it is possible to rotate through things, however. As long as there is room for a piece's new image, it does not matter what the surroundings look like.

This concept is critical in more than half of Fiddle's levels, and it's part of what makes the game different from anything in the physical realm. Take time to play around with level A until you get the hang of the keys. You should find it fairly easy to solve. Once you do solve it, you'll be praised and returned to the selection screen. You cannot return to a level you've already solved, because you get only one shot at doing it quickly. (With level A, your speed doesn't matter.)

You can put an unsolved level on pause at any time by hitting Esc, and you can come back to it at any time. If you return to it during the same session, the pieces will be as you left them. But if it's a later session, the pieces will return to their default configuration.

Work through the levels in any order you choose, but be advised that they're arranged in order of increasing difficulty. It's helpful to complete them in roughly that order. Completion of Z, for example, requires a few techniques that you'll use in earlier levels.

You are awarded points for each level upon its completion. The levels bar at the left of the screen details the distribution of the 2000 possible points. For each level, you are awarded a fixed number of points and a variable number of bonus points. The bonus is equal to the fixed value minus one point for every 12 seconds you spend solving the level, not to fall below zero. (It makes no difference how fast your computer is, by the way.)

Level A is the orientation level, and its 15 bonus points will be awarded to you regardless of your speed. If you finish every level, your score will therefore fall between 1015 and 2000.

Here's how the scores are ranked:

1600–2000	Excellent
1400–1599	Good
1015–1399	Fair

Your score will of course improve if you play the game under a new login name after finishing it once. Even so, scores above 1900 are very hard to achieve.

Playing to Win

- Completing Fiddle with a high score requires a combination of visualization skills and the ability to break down a problem logically. You will win it primarily with technique, rather than through trial and error.
- The author of the game includes a text file (METHODS.TXT) which describes systematic solutions to five of Fiddle's levels: E, M, T, W, and Y. Most of the levels can be solved systematically (that is, without having to rely on trial and error), and the purpose of METHODS.TXT is to explain how. Print this file out if you intend to use it, especially for level Y.

- The most primitive jigsaw puzzle method is to try every possible pair of pieces for a fit. In Fiddle this will take a toll on your bonus score and will eventually drive you to intense frustration. Instead, look through the pieces and decide first which must fit where.
- If the initial setup of a level seems to suggest something about the solution, such as a piece crying out to be put in the center, go for it.
- Always know what the dimension of the completed puzzle square is to be. You'll know you're on the wrong track if the greatest dimension of your construction exceeds the dimension of the square. If one of the pieces has a dimension that matches the square's, you can build around it, because its placement matters very little.
- Understand the Center of Rotation concept, since it plays a role in most of the levels.
- You cannot get "trapped" in this game because every operation has a well-defined inverse. But this does not mean that clockwise and counterclockwise aren't distinct kinds of rotation. In other words, you will need both the PgDn and the End keys to win certain levels.

behind the game

This game can be distributed freely and played free of charge, but if you finish and/or enjoy the game, you are encouraged to send a

small donation (whatever the game is worth to you) to the following address:

Doug Beeferman
904 W. Green St., Rm 215
Urbana, IL 61801

A donation of $5 or more will get you the following:

- The latest version of Fiddle.
- Gripple, a relatively simple puzzle game.
- Cyberbox, an engaging and challenging puzzle game.
- The source code in C to all of these programs. This will allow you to edit your own Fiddle and Cyberbox levels if you have Borland's Turbo C++.
- Notification of any other programs the author writes while at the University of Illinois.

Please specify 5.25" or 3.5" disk format when you send your donation.

If you don't want to donate, consider sending your comments to the address above or to one of the e-mail addresses below:

GEnie: H.BEEFERMAN

Internet: dhb57706@uxa.cso.uiuc.edu

If you have previously registered Cyberbox and would simply like the source code to Fiddle, send either a stamped mailer with a disk or $2 to cover these expenses to Mr. Beeferman.

game 24

Gomoku

Here's the advanced alternative for expert tic-tac- toe players. Just play until you—or the computer—gets five in a row. It's not nearly as easy as tic-tac-toe, but the computer can be beaten!

playing the game

Did you enjoy tic-tac-toe as a kid? Did you eventually get bored because the challenge was no longer there? If so, this standard form of Gomoku is for you. The game is as simple as 3 × 3 tic-tac-toe. You take turns placing pieces on the board. The first to get five stones in a row (vertically, horizontally, or diagonally) wins the game. Gomoku requires much greater concentration than tic-tac-toe ever did. However, it is possible to beat the computer. You just

■ Tic-tac-totally-engrossing!

```
GOMOKU -- Ancient Game of Strategy

 9  C  .  .  .  .  .  .  .  .
 8  .  U  U  C  U  .  .  .  .  .
 7  .  .  U  U  C  C  C  C  C  .
 6  .  C  U  U  U  U  C  U  .  .
 5  .  .  C  C  U  C  U  C  .  .
 4  C  U  U  U  U  C  C  C  C  U
 3  .  .  C  .  C  U  U  C  .  U
 2  .  .  .  .  .  .  .  U  C  .
 1  .  .  .  .  .  .  .  .  .  U
 0  .  .  .  .  .  .  .  .  .  .

    A  B  C  D  E  F  G  H  I  J

Enter letter: j     Enter Number: 3
          My move was: I 7
          ++++ I WIN! ++++
```

have to pay attention and think ahead. (Well, actually, you have to play a pretty smart game because the computer doesn't miss any easy attacking positions.)

To begin playing this game, change to the AMAZINGD directory, type **GOMOKU**, and press ↵. If you want to terminate the game later and return to DOS, press Ctrl-Break. The game starts by asking if you want instructions. Answering Y(es) simply displays a paragraph like the one above. It then asks if you want to move first. Unless you want an extra challenge from the computer, answer Y(es) to gain a small opening advantage. At that point, the main playing screen will appear.

A legal move requires that you first specify the column letter (A–J) and then the row number (0–9) for your move. After a legal pair of entries, a U appears at your chosen grid location. The computer makes its move almost instantaneously, depositing a letter C somewhere on the playing grid. Since this usually happens very quickly, you'll probably have to refer to the screen's bottom line, which documents the computer's last move, for example

My move was F 5.

This display line becomes increasingly necessary as the grid becomes filled with U's and C's after a long battle of wits.

If you lose a game, a simple and unceremonious message will appear, saying that the computer won. If you win, you will see an equally simple declaration that you won. You'll have to be satisfied with ego gratification alone, rather than the occasional bells and whistles of fancier games.

Playing to Win

- To win against the computer, you must create crossing patterns. You should move to create groups of three or four pieces that force the computer to defend against your growing lines.
- Ideally, you would place enough pieces so that you can make three or more forcing moves (i.e., a group of four in a row that requires the computer to block your placement of a possible fifth piece). If two or more of your fourth-in-a-row placements begin to create (or even complete) another crossing group of four in a row, then you've won, since the next and final move (to complete five in a row) will be yours.
- If you can create a row of four in a row with both ends free, you will win because the computer will be able to block only one end of the row—not both.
- If you can create a sequence of three in a row in the course of forcing the computer to block a crossing move, with your next move you can extend the three in a row sequence to an unstoppable four in a row pattern.

behind the game

Once again, this is a public domain offering from some unknown and unheralded software author. If this is you, contact me so I can give you credit!

game 25

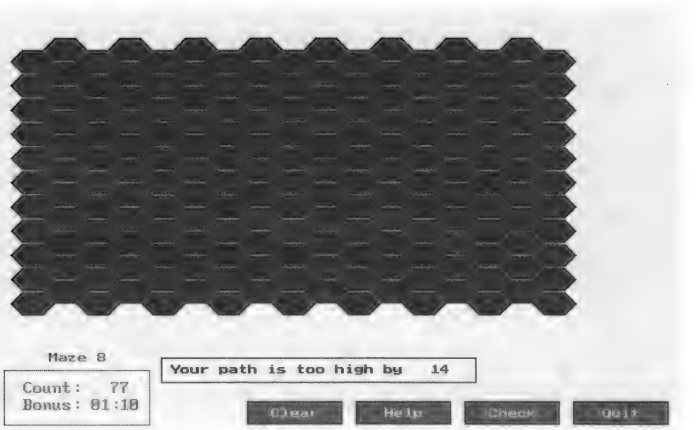
Numbers & Logic

This challenging set includes three complete games of numeric logic. You solve one puzzle by selecting the most efficient path through a series of numbered hexagons. Another puzzle asks you to highlight special numeric patterns in a larger grid of numbers. The last puzzle requires you to rotate numbered rings until the numbers fall into a specific pattern.

playing the game

The Numbers & Logic Series includes ten logic puzzles. Each puzzle has a number in its title that is related to how the puzzle is

■ Find the best path (no bread crumbs allowed)!



solved. *Amazing DOS Games* contains the first group of puzzles, known as Numbers & Logic I. It includes the following puzzles:

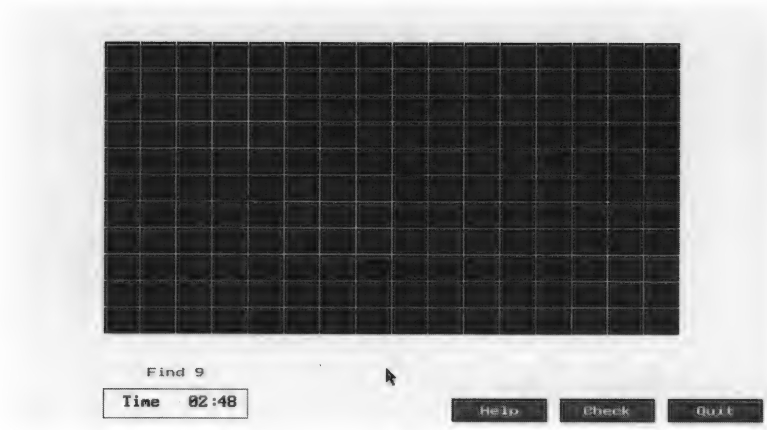
Maze 8 Shown in the figure above, this puzzle covers a portion of the screen with hexagons. Each hexagon has a number from 1 to 8 inside it. To solve the puzzle, you must highlight a path across the screen that results in the lowest sum of numbers in the hexagons.

Find 9 In this game (illustrated below), numbers are randomly distributed in a grid pattern. The object is to find and highlight 3 × 3 grids that contain the set of numbers 1–9.

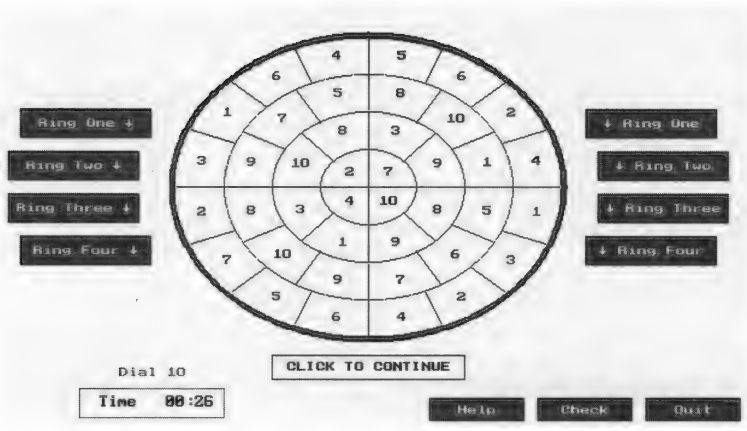
Dial 10 The object of this puzzle is to rotate four concentric rings so that each quadrant contains the numbers 1–10. If you give up during this game, just click on the Quit button and the game will solve itself. As the figure below illustrates, you'll then be asked to click a mouse button to continue.

To begin playing these games, change to the AMAZINGD directory, type **NL1**, and press ↵. Your goal is to solve any one of the puzzles in as short a time as possible. If your time is better than earlier timed

■ Are they hidden, or are they really there at all?



■ A new form of bulls-eye to aim for!



solutions, your score will be added to the high-score list. A file containing the top times (NL1.SAV) is written to your AMAZINGD directory.

To select one of the three games, just click on its button on the screen. The timer begins as soon as the screen is drawn. Better get moving...!

Playing to Win

- In Maze 8, you should scan the board quickly from left to right, looking for any apparent horizontal lines of relatively low numbers. Click on them, then click on the Check button. If no obvious pattern appears at first, look on the left side of the board and begin clicking where you see the lowest numbers in the first couple of positions. This gets you going. Pick adjacent numbers that are lowest to continue and complete your first path attempt.
- In Find 9, you can simply scan for 3 × 3 blocks of squares that contain all the digits between 1 and 9. If visual scanning doesn't work for you, the most scientific approach (i.e., brute force) is to look row by row at each block of 3 × 3 squares. If you see a repeated digit, move quickly to the next group of 3 × 3. When you find a successful group, just click on the center square of the group (not on all the squares in the group). You can also just look for a single number—say, the number 1—on the assumption that each correct group must have one of that number. You can look quickly at the squares located around each instance of each single number to identify a correct group.
- In Dial 10, you should work out from the center circle. Try to rotate rings around the center ones to extend the successful arrangements of the inner circles. It's easier to augment the inner circles with the larger ones, than it is to work backwards from the larger ones with more numbers.

behind the game

If you've enjoyed solving the three puzzles contained in Numbers and Logic I, please send $18.00 to the author. He will then send you a disk containing the entire Numbers & Logic series (ten different puzzles) and a manual that gives hints on how to solve the puzzles. Be sure to specify the size of disk you'd like to receive.

Numbers & Logic II includes the following puzzles:

Tri 7 The object of this puzzle is to rotate triangles (numbered 1–7) so that the numbers in adjacent corners match.

Equals 6 Nine numbers are added, subtracted, and/or multiplied to form six sums. The object is to find out what the numbers are. This puzzle features a built-in calculator.

Slide 5 You must slide numbers in a 5 × 5 grid, a row or column at a time, until the sums of all the columns and rows are equal. This is kind of a cross between Rubick's cube and the sliding picture puzzles.

Numbers & Logic III contains these games:

Zap 4 Four sets of the numbers 1–16 are displayed. You must move the numbers, one at a time, into four center boxes. When these four boxes contain the same number, the number is "zapped" and removed from the screen. When all the numbers are gone, the puzzle is completed.

Rotate 3 You must rotate three interlocking circles containing the numbers 1–8 until the numbers are in order and each circle contains a set of eight different numbers.

Sum 2 The object of Sum 2 is to get both halves of four different equations to equal each other. The numbers are

defined at the start of the game, and you must drag and drop these numbers to the correct location.

Series 1 This puzzle gives you six numbers in a series. From these numbers, you must determine the next number in the series.

Please mail your registration to the address below:

David Burns
Department NL
P.O. Box 46065
Washington, DC 20050

game 26

Mosaic Puzzle

This mosaic puzzle resembles a familiar sliding-puzzle pocket game. However, with this version, you can ask the computer to create sliding puzzles of different sizes—from 15 numbers in a 4 × 4 pattern, to 224 numbers in a 15 × 15 pattern.

playing the game

To begin playing this simple game, change to the AMAZINGD directory, type **PUZZLE**, and press ↵. The first screen that appears asks you to type in your name. This will be used for a score card. The next screen asks you to move a pointer (using an arrow key) to select the size of your puzzle, from 4 × 4 to 15 × 15.

■ Create order out of chaos!

Once you've selected a puzzle size, the screen goes into an auto-shuffling mode, in which the numbered pieces are shuffled around the board. When you're ready to begin your timed game, press a key to stop the mix-up of puzzle pieces. At that point, you should get cracking right away to put the pieces back into numeric order.

To move the puzzle pieces, you can press any of the four arrow keys. There is always one open spot in the puzzle. Pressing an arrow key moves the only piece that can move in the direction of the arrow from its current location into the open spot. Try it out to see how this works.

When you complete the solution at any given grid size, the screen goes into a colorful yet repetitive numeric display sequence. Press Esc to leave this and see the high-score list for that grid size. To return to the main menu, press Esc again. You will have two menu choices:

1. Play Again
2. Quit

Highlight your preference and press ↵.

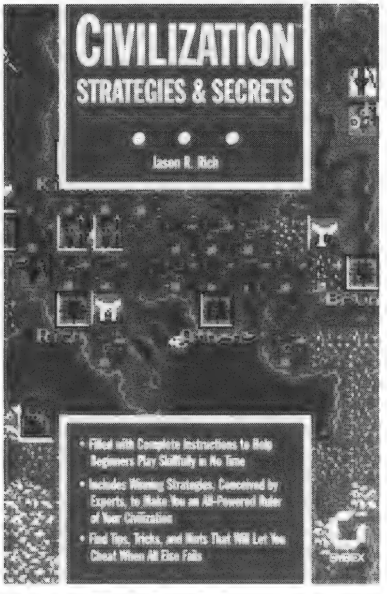
Playing to Win

- This one's pretty straightforward. It's just a matter of how nimble your fingers become on the arrow keys. Concentrate on moving the numbers into position one at a time.
- Don't worry about the order of later numbers. Do them in sequence. The later numbers will become mixed up as you work on the earlier numbers.
- If you can move two or three numbers at a time when you are working on moving a particular number, don't miss the opportunity to solve the puzzle sooner. Just be sure that you are always working on the next required number in the puzzle (and possibly its immediate successor(s) as well).

behind the game

Rick Bauer created this public-domain puzzle program. However, there's no additional contact information available for this author.

A MONARCH'S MANUAL.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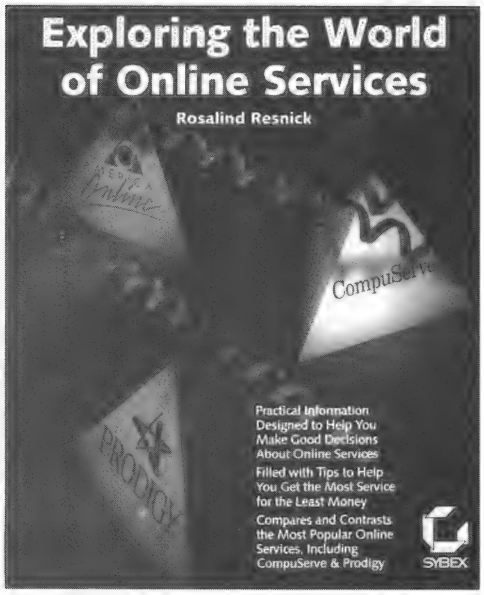
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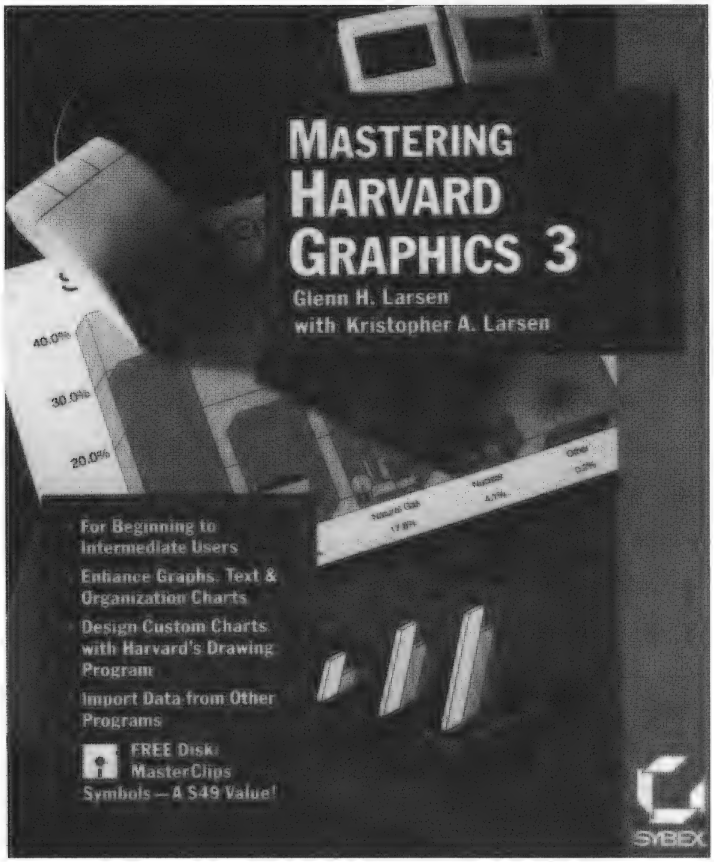

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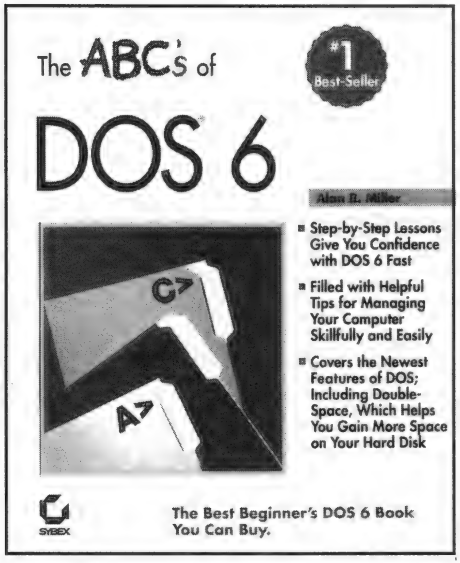
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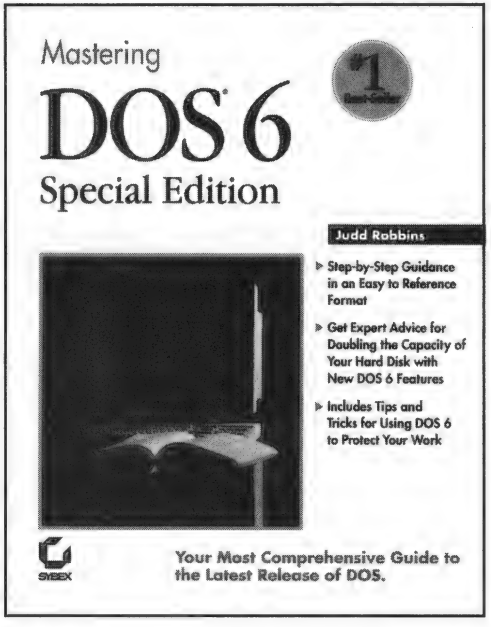
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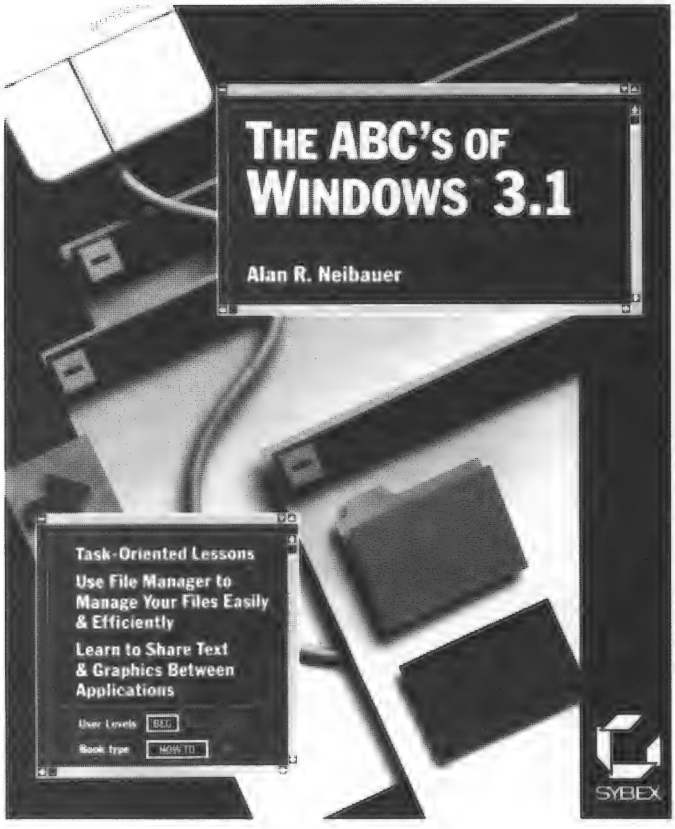
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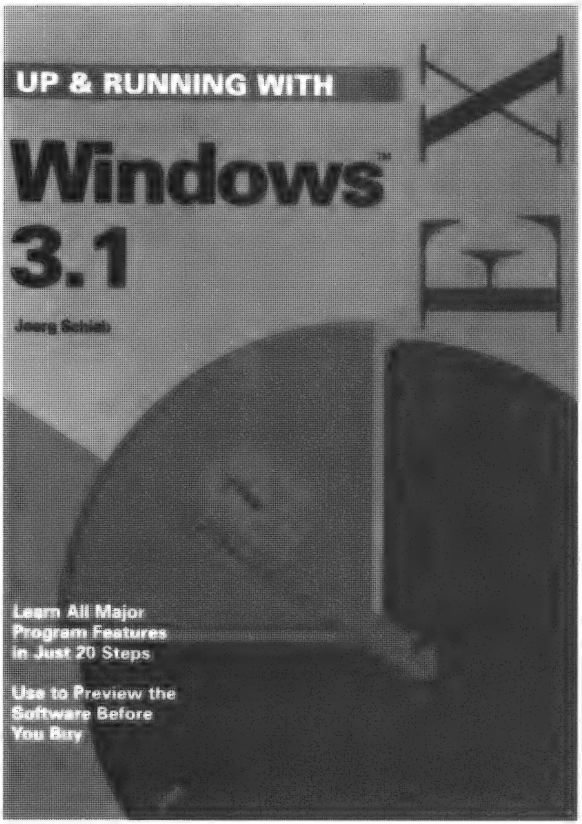
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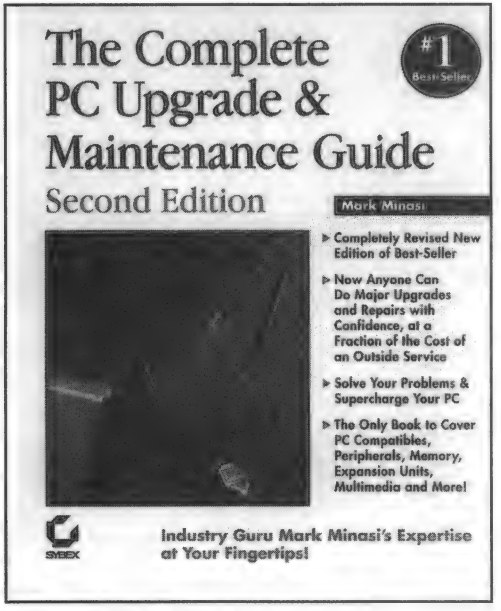
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About the author

Alan Simpson is the internationally published, best-selling author of a wide range of Sybex books on databases—including popular titles on dBASE & Paradox. He has taught college-level computer courses and has developed custom software for database management, accounting, and other applications.

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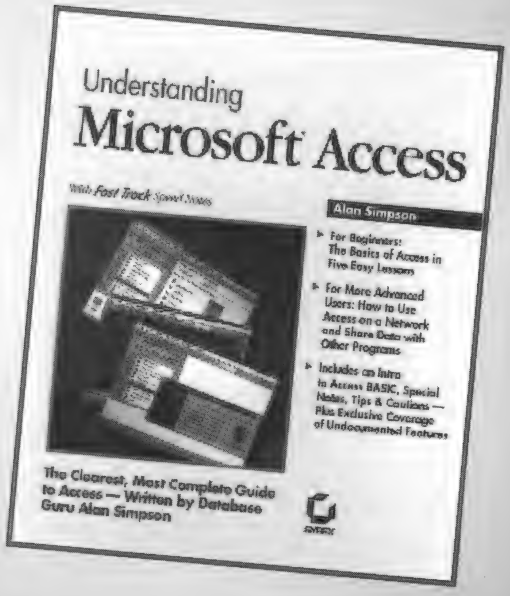
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About the Author: Judd Robbins owns a computer consulting firm, and has worked with personnel at such major corporations as IBM, AT&T, and DuPont. A sought-after lecturer, he is also the author of many books on computer applications, including *Mastering DOS 6*, *Supercharging Windows*, *DOS Magic Tricks*, and *Windows Magic Tricks*, all from SYBEX.

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